PLAYSTATION 2 MAGAZINE

PSM2

PSP
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PLUS WIN THE GAME INSIDE!

SHELLSHOCK
VIEWED!

ONGER, HARDER

SE WAR
HELL

SPIDER-MAN 2

PSM2 saves the city, gets the girl and delivers the
WORLD EXCLUSIVE REVIEW

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Media with passion

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INSIDE THE MAG: ■ BURNOUT 3 ■ KILLZONE ■ DEVIL MAY CRY 3 ■ THUG2 ■ BLACK ■ DESTROY ALL HUMANS! ■ SPLINTER CELL: PANDORA TOMORROW ■ SECOND SIGHT ■ STREET RACING SYNDICATE ■ E3 AWARDS ■ PRINCE OF PERSIA 2 ■ AND MORE!

"The most realistic snooker sim ever" P2

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WORLD CHAMPIONSHIP SNOOKER 2004

www.codemasters.co.uk/snooker2004

XBOX LIVE | PC CD | PlayStation.2 | WITH NETWORK PLAY | POWERED BY gamespy | OFFICIALLY ENDORSED BY world snooker | Developed by BLADE

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GENIUS AT PLAY™

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Welcome to

**YOU ARE READING THE LATEST ISSUE OF PSM2.
ONCE AGAIN IT IS THE GREATEST MAGAZINE EVER.**

Hello PS2 developers! This month's PSM2 team intro is especially for you. You're a big part of our lives and we wanted to take this opportunity to say thank you for all the games. You've given so much joy to our hearts. We love you. No really, we mean it.

First of all, a big thanks to Treyarch and Activision. Thanks for making *Spider-Man 2* so great. Lesser developers would have pissed away the Spider-Man license on a half-arsed beat-'em-up not featuring any of the movie's characters and with a cack-handed storyline set 'before the events of the film'. But not you guys. You rock. Thanks.

And thanks to Capcom for having the brains to put Shinji Mikami back on the *Devil May Cry 3* scene. The game looks frikkin' amazing as a result. Dudes – we love you. Thanks.

Massive respect to Spark for making *Call of Duty* so special. You want a new *Medal of Honor* game for PS2 this Christmas? This is it.

Hell, thank you to Codemasters for putting pool in their snooker game. It's such *a small thing*, but it means so much. Thanks.

And finally thanks to Guerilla for *Killzone* – a game we genuinely wished we were playing right now instead of typing. Jeez. We love you, man [sob]. Thank you all. You know who you are. It's all... a bit... too much... Until next month, then... [bwaaaah!]

ONLY PSM2 BRINGS YOU...

Accelerator:
- Scything, clag-stripped news, interviews and screens from the world's biggest games
- More hands-on verdicts than any other mag
- PSM2 takes you behind the scenes like no-one else can, or dares
- No bullshit opinion

Hands-On:
- We play every game we preview
- Exclusive screenshots showing in-game action
- Exclusive opinion tells you what we really think

Reviews:
- The most in-depth, most detailed reviews out there
- Waffle-free opinion, buyers advice with scores you can trust
- Every level, every vehicle, every mode tried and tested
- More shots than any other mag
- Hard-hitting, butt-munch free opinion

Tips:
- We're first with the latest tips, codes and cheats
- Dedicated to making you better at games
- Expert walkthroughs with proper screenshots
- Ultra Dojo – the only mag with a dedicated challenge arena

DVD:
- Shows more new games than any other PS2 mag's DVD
- Opinionated commentary rather than PR voice-over
- Less CG intro footage and more game action

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- **Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.**
- **We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.**
- **PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else.**
- **We feature more screenshots than any other magazine.**
- **We actually like games. Sometimes love. Sometimes hate. And sometimes... hurrr... well, y'know...**
- **PSM2 – playing PS2 longer, harder, faster. Still.**

"WE'RE DAZZLED BY DANTE AND HIS STYLISH, PIROUETTING GUNPLAY" SEE PAGE 34

Conte

12 **FANTASY DOZEN**
It's all change for *FFXII* as we welcome the end of random battles, plus reveal the new characters and plot. Hold on to your hats.

82 **DVD MOVIE REVIEWS**
What's hot in DVD-land this month, including Lost In Translation, School Of Rock and Starsky And Hutch. Word!

84 **HANDHELD HEAVEN!**
Absolutely everything there is to know about the PSP and all the games that'll be on it. You cannot afford to miss this. Shit you not!

You want more?!
How about our incredible **Driv3r Movie Competition** (page 18), the PSM2 Reader Survey (page 24) and the latest on **Tony Hawk's Underground 2** (page 36)

WORLD EXCLUSIVE!

SPIDER-MAN 2

The best superhero game ever made? Swing over to our WORLD EXCLUSIVE review right now to find out!

52

30 **KILLZONE:** We get right in the chuffing 'zone! 2004's finest shooter gets the PSM2 preview treatment. It'll kill ya! Cough.

"THE WAY THEY FAN OUT AND PROVIDE COVER IS FANTASTIC"

34 **DEVIL MAY CRY 3:** Dante's back and a bit younger...

42 **DESTROY ALL HUMANS:** Crazy-ass alien shit. Man.

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The place with the hottest PS2 stories, news from developers, insider gossip and release info.

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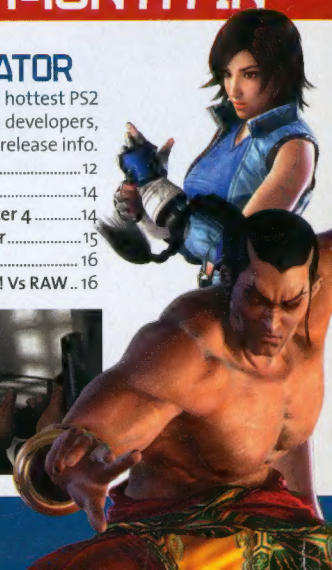

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TURN OVER NOW FOR FULL DETAILS OF YOUR FREE DVD

PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER

GAME OF THE FRIKKIN' YEAR!

GTA: SAN ANDREAS

What YOU want to see in Rockstar's latest classic! Plus – the GTA pub quiz! Are you hardcore enough?

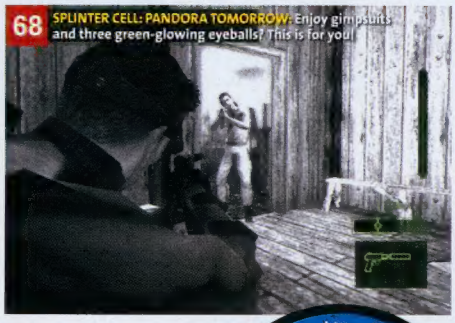
44

76 SHELLSHOCK NAM '67: Eidos' sick '60s shooter reviewed. Exploitation or entertainment? Hmmmm?

PLAYED IT! ▶ P38

MERCENARIES

Kill people for cash in Activision's cold-hearted shooter.



68 SPLINTER CELL: PANDORA TOMORROW: Enjoy gimpsuits and three green-glowing eyeballs? This is for you!

40 CALL OF DUTY: The wonderful world of war.

YOUNG ONE, DARE YOU ENTER THE ULTRA DOJO

THE BATTLE CONTINUES ON PAGE 106

58 MASHED: Multiplayer magic and then some.

PSM2 - THE WORLD'S GREATEST PS2 MAG!

30 HANDS-ON

Written by gamers for gamers. We've played every game we preview. And that's a promise.

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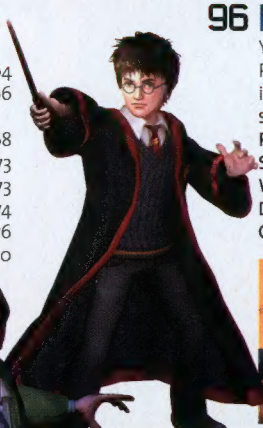

96 PRO TIPS

You want tips? You got 'em. Pro Tips is the only place to go if you need expert game-help!

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On the DVD

THE BEST GAMES ■ THE BIGGEST DISC

HEAVENLY HELLSPAWN HEROICS!

DEVIL MAY CRY 3

Dante's back and he's a little bit younger – and a whole lot more of a bad-ass. See why here!

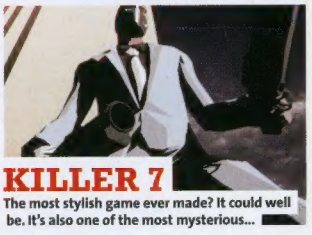
PLUS

RUMBLE ROSE

Girls! And fighting! Together at last! It's Milf's favourite ever game. Ever.

VIEWTIFUL JOE

Mental cartoon superhero action from the bipedal brainstems at Capcom.



KILLER 7

The most stylish game ever made? It could well be. It's also one of the most mysterious...

HOW TO USE YOUR DVD

MAIN MENU

After our lovely flashy intro, you'll be at the 'blue monolith' Main Menu screen. This is the start of the disc and from here there are five sections to choose from. Choose the section you want by highlighting it in orange and hitting ⊗. If you want to return to the Main Menu at any time while watching just press △.

QUICK TIP

Orange text is the section you've chosen. Blue text is what you're about to choose!

SECTION SCREEN

Moving your way around each section is easy – just click around like you would a movie DVD. We've included three main choices on each section:

■ Section Menu: Move over to the menu on the left to choose a different area with up and down.

■ Games: Move the blue highlight up and down the list on the right to select a game. Click again to play the video.

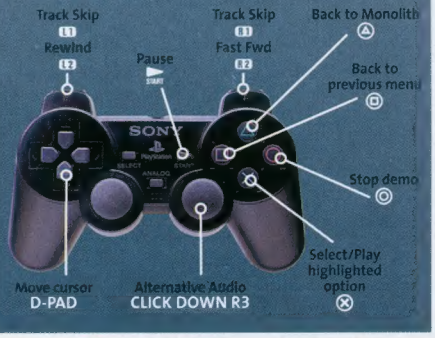
■ Main Menu: Move your blue highlight down to the Main Menu at the bottom of the screen. Use it to quickly flip from section to section. No more going back to the start if you want to move from, say, Accelerator to Reviews.

QUICK TIP

If you're watching reviews, click the right analogue stick down to hear an alternative soundtrack!

CONTROLS

Moving around the PSM2 DVD is easy – you can use the PS2 DVD remote control or, if you're watching it on a PC or Mac, just click around with the mouse. For those of you using a DualShock 2, here are the controls:



THIS MONTH ON PSM2 DVD THE

PSM2 THE PSM2 DVD

Always first with the biggest games, PSM2's DVD features over two hours of exclusive game footage plus all the cheats, reviews, challenges and rumours you could ever need. Because it's made by the same people who make the magazine, the PSM2 DVD is by gamers for gamers and we reckon it's the only DVD you'll ever need. Here's why:

- PSM2 features more new games than any other magazine and that applies to our DVD as well – you'll see footage of more new games with PSM2 than any other mag, full stop.
- We're dedicated to bringing you the latest real in-game footage we've taken, not publisher-endorsed CG intros.
- Listen to our commentaries – that's the PSM2 team talking, offering expert advice and not some hired ex-kids TV girlie reading out a press release!
- It's your DVD – that's why we put you on it! Our Ultra Dojo lets you join in, win prizes and achieve stardom. Just send in a video to get involved! (see page 100)
- We cover everything – from cult hits to blockbuster number ones to exclusive trailers no other mag can touch. If you want dodgy movie trailers and waffle, go elsewhere. If you like games, welcome to PSM2!
- But it's not just videos! Our DVD has more features than any other disc out there – tips, reviews, guides, Easter eggs, reader challenges... We've got the lot .
- PSM2: Playing PS2 longer, harder, faster than any other magazine (or DVD!)

WATCH IT ON THE DVD VIDEO

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

DVD VIDEO™

DON'T MISS IT!!
IF YOU WATCH 3 THINGS MAKE SURE YOU SEE...

1) DEVIL MAY CRY 3 — Head to Accelerator
2) GETAWAY: BLACK MONDAY — Check Out Coming Soon
3) KILLZONE — Head to Coming Soon

FIRST LOOK!

GRAN TURISMO 4

The latest, greatest *Gran Turismo*, presented here for your viewing delectation. It's a beauty!

TIMESPLITTERS: FUTURE PERFECT

At last – see the game in action and get a taste for the twisted time travel gameplay.

THE GETAWAY: BLACK MONDAY

Get yet more essential experience for a career as a black cab driver in ye olde London town.

GOLDENEYE: ROGUE AGENT

Load up the DVD for a big Bond baddie bonanza!

WORLD'S BEST PLAYSTATION 2 DISC!

EXTRAS

■ Want some more? Here's where it's at:

Showreel: Can't be arsed to select videos one by one? Then click here and sit back with a mug of Bovril and watch the whole disc without having to lift a finger.
Random Factor: Can't be arsed to actually decide what it is you want to watch? Simple, click here and let the disc magically choose something for you to watch.
Secrets: Hidden somewhere on the disc is a bonus clip. Try and find the hidden link, or just wait until next month when we'll show you where it was lurking.

LAST MONTH'S SECRET FOOTAGE

■ Can't find last month's secret video? Look:

It's this frikkin' easy. Go to reviews and skiffle through to the last page – then press right from the last review to see the amazing *MGS3: Snaker Eater* camouflague system demo.

ACCELERATOR ►

■ All the latest news and rumours in one watchable TV-friendly burst. Sit back and know everything.

DEVIL MAY CRY 3

- FORGOTTEN REALMS: DEMON STONE
- RUMBLE ROSES
- ENTHUSIA
- DESTROY ALL HUMANS!
- VIEWTIFUL JOE
- KILLER 7
- THE PUNISHER

COMING SOON ►

■ The place to see exclusive footage from all the hot games of the future.

GRAN TURISMO 4

- THE GETAWAY: BLACK MONDAY
- GOLDENEYE: ROGUE AGENT
- KILLZONE
- THUG2
- TIMESPLITTERS: FUTURE PERFECT
- SPIDER-MAN 2
- SECOND SIGHT
- LORD OF THE RINGS: THE THIRD AGE
- STAR WARS: BATTLEFRONT

REVIEWS ►

■ Reviews for every new PS2 game. Complete with commentary from the PSM2 team.

DRIV3R

- ATHENS 2004
- UFC: SUDDEN IMPACT
- SHOWDOWN: LEGENDS OF WRESTLING
- CRIMSON TEARS
- SYPHON FILTER: THE OMEGA STRAIN
- MTV MUSIC GENERATOR 3
- CYCLONE CIRCUS: POWER SAIL RACING
- MALICE
- GRAN TURISMO 4: PROLOGUE
- CY GIRLS
- ONIMUSHA 3
- WINNING ELEVEN 7 INTERNATIONAL

PS2 TIPS ►

■ Footage of expert PS2 players in action. Watch and learn. See the Ultra Dojo on page 106 for more.

HITMAN: CONTRACTS

- EYETOY: GROOVE
- LOTR: RETURN OF THE KING
- SSX3

EXTRAS ►

■ Special features and extra bonus footage. Plus a hidden secret... can you find it?

- SPIDER-MAN 2 MOVIE TRAILER
- SHOWREEL
- RANDOM FACTOR

QUOTE OF THE MONTH: "HOLY CRAPPED-UP KEBABS!"

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. So entertain us and your fellow readers. Let the prattle commence!

REALITY BITES: "WHAT HAPPENED TO THAT DODGY MONKEY MAN FROM FFIX?"

► Dear PSM2,

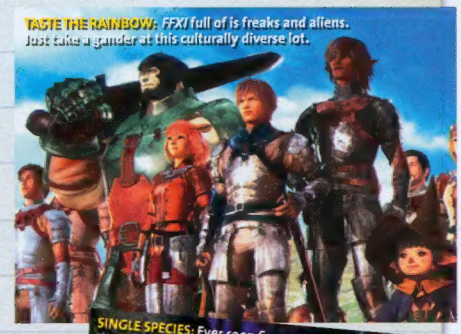
I was playing *Final Fantasy X-2* the other day, listening to them all talking about memories and crap, until I realised how much all the characters have changed. Now they're all bloody humans! I mean, what happened to those cat people and that dodgy monkey man from *FFIX*? After all, they put the second 'F' in the title! Now they just have *humans* casting fire spells at constipated-looking monsters – talk about originality, people! I've seen people make fire with a couple of sticks for God's sake!

At that point I was wondering if we were all different creatures so I have drawn a picture of PSM2's very own Dan V as a cat-woman. I mean man.

I've heard that *FFXI* has some dodgy-looking creatures in it, but then *FFXII* goes back to cruddin' humans again. Pfft.

So, unfortunately I must be off! I feel like drawing a picture of PSM2's Nathan as a beastly dog with a fluffy afro.

Laith Mizban, Sheffield



TASTE THE RAINBOW: *FFXI* full of is freaks and aliens. Just take a gander at this culturally diverse lot.

SINGLE SPECIES: Ever seen finer examples of the human species than these from *FFX-2*?

Exceptional stuff. Although we can't really tell the *actual* Dan V apart from your sterling picture. He waltzes in in the mornings, yawns, stretches, hacks up a furball and then proceeds to mark his territory by pissing all over Jorin, who sits behind him. Whadda crazy cat. But, er, to address your main point – yeah, imagination is a good thing. Let's have more of it please.

MORE METAL

► Dear PSM2,

At this moment I'm sitting down at my computer desk eating a bacon butty and have just finished watching the *Metal Gear Acid* and *Metal Gear Solid 3* trailers. No doubt by now you have seen these and pissed your pants with joy as I have! Firstly, *Metal Gear Acid*, the graphics! How amazing will it be! I'm placing bets on it being a remake of one of the SNES games. Now I come on to the *Metal Gear Solid 3* trailer. Holy crapped-up kebabs! The things we find out with this trailer! Time travelling, Ocelot, a beefy electric guy and it seems everyone likes to feel Raiden's crotch! Half way through the trailer I realised something: Solid Snake is Big Boss! His clone goes back in time, where Big Boss does not exist, but now does, and then clones himself and creates himself and the cycle continues! Now that I have figured that one out, I'm off to Japan where I'll take over Konami due to my superior brain power, have Kojima as my PA and continue the *Metal Gear Solid* legacy forever! Ha Ha Ha Ha!

Aaron Perrin, Plymouth

Sheesh. Where've you been, boy? Big Boss has been the big rumour for months and months. Otherwise, everything you say is brilliant. If by brilliant you mean 'hopped up on goofballs'. For the love of God, keep taking those pills, Aaron.

GOIN' POSTAL

Tiny little letters, given their own tiny little section before they're ruthlessly stamped on like sick puppies, orphans or cockroaches. Or something. Keep 'em coming!

HEAD SCARF

In the trailer they show snake with and without a bananda. Pardip Nagra, email **What the frikkin' arse is a bananda?**

DR. WHO?

The most wrong piece of the game I've seen so far would have to be the house where that doctor and all his projecters are. James Desmond, Ireland. **Quite.**

THE DREAM TEAM: EA's mega-license is dominating the charts. But what does the future hold for the pre-pubescent geg-face and his posh-twat chums?

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SPEAK TO THE TEAM JULY 16TH

CALL THE PSM2 HOTLINE!

01225 788157

YES now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday July 16th when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"IT SEEMS EVERYONE LIKES TO FEEL RAIDEN'S CROTCH!"

SOLID SNAPE

►Dear PSM2,

I got the most brilliant idea for a game. Ever! It's a Harry Potter game, and before you say anything, this is going to be the best game in the history of gaming. Better than *Hey Monkey! Jump Jump Doctor Squid 7*.

The game starts with Harry Potter infiltrating some location. Harry is captured, and thus unplayable. Now for the clever part: for the rest of the game the gamer takes control of a really unpopular character. Severus Snape is sent to investigate. He can make all sorts of magic, and he has to sneak to find Harry. Stealth is very important in this game, because stealth is a very cool feature, and the game wouldn't be cool without some stealthery.

Naturally, Snape can't accomplish the mission by himself, so members of the Order of Phoenix and some other cats are helping him. Snape has some sort of two-way mirror, or crystal or something he can use to communicate with his crew of helpers. Dumbledore is the Chief, because he likes Harry a lot, and he is full of authority and stuff. Hermione should also be in the game. Both because she's kinda hot, and she's also an egghead. Both freaks and geeks will rejoice! Hagrid should also be in the game. He could provide tactical advice against evil creatures. Ron should be in the crystal/mirror-thingy as well. Yeah, he's useless and stupid but he's the comical relief. He is freckled and every time something scary's going on he will wet himself, which is really very hilarious!

Oh, when Snape dies, one of his helpers will shout: "Snape? Snaaaaape!" I expect *Harry Potter: Enter the Snape* or *Harry Potter: Liquid Snape* (Get it? He's the Potions Master!) to be a raging success.

Asmus Neergaard, Denmark

Do they put anything in the water up there in Denmark?

WASSSSUUUUUUP!

►Yo PSM2!

Firstly, nice one for makin' da best PS2 mag every month. Just one 'ting though ma bruthas – wat was up wit da one page *GTA: San Andreas* preview? Man, da <other magazine> dudes managed to squeeze ten pages out of the info and screens Rockstar released. Yo, I'm not sayin' their mag is better (dude, I don't even buy it) but I just think you could of had a few more pages. You managed to write like six pages when da game title was announced. Weather this was because they had an "exclusive" an so you can't print some stuff I don't now. If that is da case then sorry for dissin' ya mag. It's still da best mag in da world but it could have been like da best mag x 2 if you'd written more on *GTA:SA*. Anyway stay cool PSM2 and remember "da rap is always right".

Diego Diegos, email

In case you hadn't noticed, what with last issue being our huge E3 blowout issue, we had frikkin' loads of games to cover, which is why we couldn't give *GTA: SA* more coverage. But, you know, would you prefer one page of detailed info or six pages of waffle? Oh, and do you speak like you write? Whatup, 'cos itz da bomb, bro!

PHONE PSM2 WITH: IDEAS FOR NEW GAMES... COMPLIMENTS

A PEDANT WRITES

►Dear PSM2,

In issue #50 of your mag, you said in the *GT4: Prologue* that voice-over Vikki Butler-Henderson is a Top Gear presenter. Wrong! She is actually now a Fifth Gear presenter. Ha!

James Love, email

Well spotted. It's good to see that some people are sharp enough to identify the deliberate mistakes we put in every month... Quick! What's that over there? [Runs out of room].

BIKER GANG: Homeboys doing drivebys on push-bikes. Can *GTA: San Andreas* get any cooler? We think not.

SHAMELESS
Please publish this.
Ryan Hunter, email
No sooner said than done.

QUERY
Am I supposed to make up the titles of my letters or do you?
James Bellis, Leigh
We'll think of something embarrassing. But it's nice of you to ask.

WORDSMITH
There should be some building sights, where you could steel diggers and steramrollers.
Christopher Dean, Kent
We think we know what you mean.

Possibly. Maybe.

FUTURE SHOCK
I have heard that it is set in the future and I think it would be stupid if it was set in the future.
Nigel Shinnors, Co. Limerick
But what about the shiny space suits and rayguns, eh?

GEEKS!
A group of kids in my year eight form have been calling me and my friends nerds, dweebs and geeks because we own PS2.
Alex King, email
In later years they'll regret it. Oh yes.

FACT HUNT
Fiddel dee dee!
John Herbert, email
Wise words.

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

KINGDOM COME: The upcoming sequel to the game which melted the hearts of gamers everywhere.

"THE GRAPHICS ARE LIKE LOOKING AT BECKHAM'S UGLY FACE"

Tom Weighell, somewhere
Er, in a roundabout kind of way... was it something to do with football?

Expect more on *Kingdom Hearts II* very soon. Jorin would be flattered about the comparison with Maroon 5 if he wasn't such a culture vacuum and actually knew who they were. Make a change from disparaging remarks about sheep love though.

ONION BAG

►Dear PSM2,
I've been looking at the game *England International* and it's bullshit – it doesn't even play like a PSM2 game. I can't describe it any worse than that. The graphics are like looking at Beckham's ugly face all the time. I mean, come on, if it's got something to do with England everybody's going to play it. Players don't even look like players. I can't understand why you can't make it look like *FIFA* because *Euro 2004* is the same. So I thought of an idea – *FIFA 2004* changed completely from *FIFA 2003*, well do the same with *England International* because it is just the same as the *Club Football* games but *England International* could be different from *Club Football*. I hope you understand my point.

A LADY WRITES

►Dear PSM2,
E3! Yay! As a girl, buying PSM2 isn't something I'd usually do, but last month I thought "what the hell".

Please bung in as much as you can for *Kingdom Hearts II* as it's my favourite PS2 game! OK, so there's Disney everywhere, but the plot is great, and the ending made me cry! I'm also looking out for *The Nightmare Before Christmas*. Capcom are turning the seriously scary movie into a game and I can't wait! Anyway, more *Kingdom Hearts II* and more darkness! Do it for the girlz.
Lots of love,
Hannah C, York,
PS. That Jorin guy looks SO much like the lead singer from Maroon 5, it's unbelievable. Phwoar!

WRITE TO PSM2 WITH: THUNDERCATS – SHIT OR GREAT? WHAT ARE YOU PLAYING? WHADDA YA THINK 'OF PSP?

NOSTALGIA

►Dear PSM2,
Well now that we finally have a decent example of how to do a good game of a TV show (ie. *Transformers*), I got thinking; what else would make a bloody good game based on an '80s TV show? Then it hit me, Thundercats! Yes, the (in my opinion) singular coolest TV show ever would make an excellent PS2 game.
Ian Hutchins, email
You're missing one extremely important point here; Thundercats was shit. Especially frikkin' Snarf. Sorry 'bout that. Any more *decent* ideas?

© Kobal

►ASK THE PSM2 ROBO-MIND

Technical question? OUR ROBOT MIND WILL DECIPHER THE ANSWER!

LOOKIN' FINE ONLINE

►Dear Robo-Mind,
Right then, (starts typing) I have broadband (with Wanadoo) on my PC, (in my bedroom) and I've got a wonderfully brilliant PS2 (in my living room). What EXACTLY do I have to do to play games online? (on my PS2). Could Mr Robot Mind (please) tell me, step by step, what I need to do (or buy).
'Post Post', email
P.S. As you'll have noticed (right?), I love(!?) using (brackets). ( ) ( )( )( ) (Mwuhahaha... cough... splutter... Faaaaaart!!!!)

Right, first you'll need to get your fleshy carbon-based paws on a broadband adapter. These only cost 29 Earth pounds, and come with all the necessary setup software. Attach your broadband connection to the adapter via the magic of an ethernet cable and bob's your robotic uncle – you'll be one step closer to playing games with rednecks and mentalists. Bung in the setup disc, fill in all the details and you'll now have a save on your memory card that you can use on all online games. Then it's simply a case of booting up your favourite game. Once you've got this bit working then splash out (£90-ish) on a wireless router pair, with one bit in your PS2 (in your living room) and the other in your BB socket (upstairs).

SING WINNER

►Dear Robo-Mind,
I rather fancy making an utter ass of myself by standing in front of the telly and making the strange hooting noise other human beings call 'singing'. Soooo, I've been fingering my purse in anticipation of buying the game they call *Singstar* – but (but!) I happen to own a couple of USB microphones already (the result of a dodgy deal involving the Mexican USB microphone black market) and, well, I was wondering if it's at all possible to get hold of the game without the microphones. Is it? Go on, let me know. Please.
Troy Bonne, **email**

I will never understand your meaty fascination with making fools of yourselves. Pathetic fleshlings! Unluckily for you, Troy, *Singstar* is only available bundled with the two microphones – there's no stand alone game. Also – and this is quite important – *Singstar* will only work with its own microphones, it won't work with any old USB mikes. Konami's *Karaoke Stage*, however, doesn't come with microphones and will work with whatever old toss you say you've got lying around. So that's OK, eh?

DUMBASS

►Dear Robo-Mind,
I recently spilt a can of Coke into my PS2 through the disc tray opening. After a few minutes I picked it up and shook the Coke out, then dismantled it and dried the insides with a hair dryer, but now it won't work! Is it kaput?
Alan Germaine, Uttoxeter

Congratulations meatbag! You are now the lucky owner of one comprehensively frigged-up PS2. I believe I can sum the entirety of your being up with a phrase the filthy fleshpods of PSM2 like to employ with tedious regularity: dumbass, dumbass, dumbass. Hope this helps.

PLAYSTATION 2 MAGAZINE
PSM2

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Acce

"HUDDLED IN CRITERION'S STUDIO, THE GUNFIRE IS SO LOUD, WE FEEL LIKE CRYING" SEE PAGE 14

15 METAL GEAR SOLID 3: SNAKE EATER

Latest rations/sniping skills revealed and bizarre camouflage competition explained. See the shots now!

16 WWE: SMACKDOWN VS RAW

First shots and info on the wrestling sequel that everyone's talking about. Bigger, badder and sexier than ever...

20 THE PSM2 E3 AWARDS

Which games caught our eye at this years game show? The votes are in, the fighting is over and the results may surprise you...

You want more?!

Don't miss our amazing *Dirty* director competition (18), more *PES4* gossip (14), *Tekken 5* first shots (16), PLUS your chance to take part in our readers poll (24).

"A DANGEROUS MOVE THAT COULD ALIENATE FANS BUT ONE THAT'LL PLEASE THE LESS HARDCORE"

erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

FINAL FANTASY XII

BEWARE! BIG CHANGES AHEAD...

FINAL COUNTDOWN. The Japanese release has slipped until Spring 2005, so – on past evidence – it won't hit the UK until late 2005. Dammit.

Square Enix leak **solid truth** at last – and why the **Gambit battle system** spells the end for **those** random battles.

Forget the burger munching revelations of *GTA: San Andreas*, or the addition of on-screen refs in *PES4*, the *bravest* innovation at the recent E3 games show came from poking sticks at malevolent plant life. Don't laugh – the desire to test *FFXII*'s new 'Gambit' combat system at E3 was so immense, PSM2 had to wait for almost an hour to lay mitts on the pad. To put this in perspective, the queue for *Metal Gear Solid 3* was a mere twenty minutes. The best news? The – let's be polite – *infuriating* random battles that has blighted the series has gone forever.

Square Enix have controversially decided to take the much loved series in an entirely new direction. First and foremost, the combat system has been radically altered. The hardcore turn-based action of yore has been replaced by a quasi-real-time system – a dangerous move that could alienate fans, but one that'll please the less hardcore UK fans. The AI has also been drastically improved; enemies now concentrate their attacks on your weaker characters (magic users, thieves etc.) and try to fence in characters to prevent them from escaping.

The 'Gambit' system is the most dramatic change, however. The Active Time Battle (ATB) counter still exists, but combat ensues in a style similar to online RPGs – you can move around and target specific enemies in new pincer attacks with other characters or defending weaker party members. You issue 'Gambits' (commands, basically) that issue characters standing orders such as 'Always Attack' or 'Always Defend'. This ultimately makes battles faster, more action-packed and less intimidating, although the bewilderingly complex battle system the series is famous for will still be present in the background, although series aficionados will be more aware of this than first-timers. If you want to get in deep the option is there.

As far as plot details go, there seems to be great emphasis on the political struggle between two of the game's major cities, Archadia and Rabanastre. *FFXII* mastermind, Yasumi Matsuno, has also hinted at a romantic subplot between lead characters Vaan and Ashe. It's a series tradition after all.

"YOU CAN MOVE AROUND AND TARGET ENEMIES IN NEW PINCER ATTACKS"

PSM RECKONS *This could be an incredible return to form for the series after the fill-in X-2 and bloated departure of* FFXI. *Good to see that the online fad was just a dalliance and we're back to single-player gaming. The improvements to the combat system will attract a whole new audience. If Matsuno's team successfully facilitate a fluid and intuitive gameplay dynamic then* FFXII *will be an unmitigated success.*

OK – ONE QUESTION: WHO'S THE BIRD WITH THE BUNNY EARS?

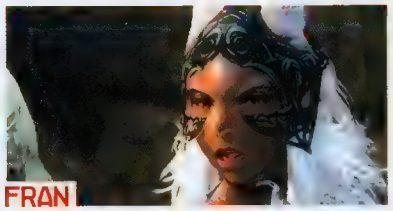
New additions to the already vast *Final Fantasy XII* character roster include dashing ex-military man Dalmaskian general Balthier, sixteen year old martial artist Penelo and the Vierian warrior Fran (she of large bunnygirl-style ears). This puts the total playable character count so far up to six, but – as Square Enix always do – expect more to be unveiled as the game draws ever nearer.

BALTHIER

Who is he? This former general killed the king of Dalmaskia and lead character Vaan's older brother. Not a nice chap, then.
Distinguishing features? West-country sideburns, an engraved metal waistcoat and a designer shotgun. We're waiting for the slightly less eccentric high-street version, frankly.

PENELO

Who is she? This peace-loving girl loves dancing and martial arts, and combines the two in battle.
Distinguishing features? It's a rhapsody in leather, with flick curls and a pudding fringe. If this impossibly likeable gal makes it past the third act alive, we'll be *stunned*.



FRAN

Who is She? This weapons expert travels the world with her comrade in arms, Balthier. She's the game's most adept combatant. So don't laugh at her.
Distinguishing features? Bunny ears, skin-tight PVC cat-suit and longbow. Well, it was that or the Miss Sixty hotpants.

FIVE REASONS WHY *BLACK* WILL BE THE BEST SHOOTER ON PS2

PSM2 gets hands-on with Criterion's staggering shooter and stumbles away in dumbstruck, ear-bleeding shock... It's the biggest game of 2005. Today.

1 IT'S LOUD LIKE WAR!

Kchhhrt! *Kchrrrt!* KCHHRRT! Huddled in Criterion's state-of-the-art surround sound recording studio, the gunfire is so loud, we feel like crying. Each pistol shot rings out like an explosion, hitting you between the lobes like a sharp jab from a ruler. When Lead Designer Craig Sullivan pulls out the M16 *machine gun*, we honestly feel like running out of the room in fear.

2 YOU CAN DESTROY EVERYTHING!

When we unveiled *Black* in PSM2#44, Criterion's Creative Director Alex Ward promised "You'll be able to have fun in an empty room". He wasn't joking. While other games look like they're applying a damage texture (like wallpaper) over affected scenery, in *Black* it looks like you're shooting off real lumps of scenery – chipping off polygons like Lego bricks.

3 THE ENEMIES ARE HARD LIKE RUSTY NAILS!

The enemy soldiers resemble Special Ops troopers, with the game's visual style very reminiscent of Black Hawk Down, or the grittier parts of 24. The enemy AI is still a long way off – *Black* isn't due until late 2005 – but they still duck, weave, hide behind doors and operate in teams. All the while, rockets scream overhead, bullets ping, and scenery ruptures – it's like washing your face in war.

4 THE GUNS ARE TERRIFYING!

We got to see the pistol (powerful), M16 (rapid fire and manic), and shotgun (so imposing we flinched after every shot). The shotgun was chunking out the scenery in plates, shattering glass panels across the affected radius and blowing genuine chunks out of concrete. Craig shot apart a gantry in stages, rupturing the main support, watching it buckle, then popping more shots until the whole damn thing collapsed, killing the guard above.

5 IT LOOKS BETTER THAN ANYTHING ON PS2!

It looks as hi-res as *Burnout 3* and the frame-rate shames Sony's ambitious, if slightly clunky, *Killzone*. At a push, it bears favourable comparison to *Half Life 2* running on a £2000 PC – not bad for a four year old console considered to have reached its technical peak. When Craig shot a wall-mounted hotel sign with the machine gun – splitting it perfectly down the middle – we couldn't believe our eyes. The detail is immense.

PRO EVO SOCCER 4

Konami unveil **Winning Eleven 8** – the Japanese version of **Pro Evolution Soccer 4** complete with tiny referees.

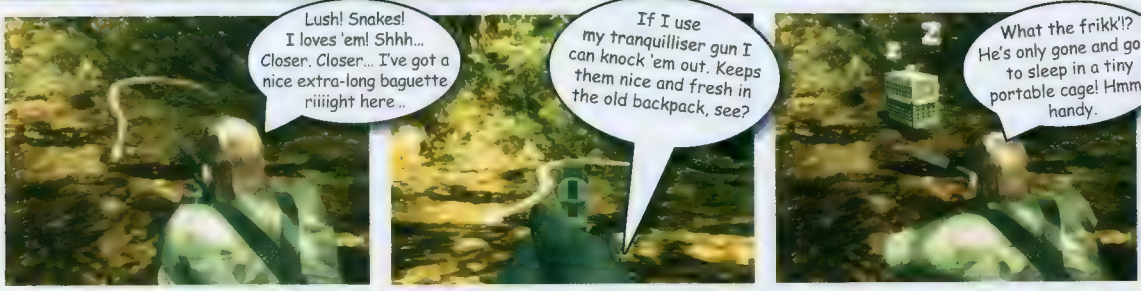
That's right – *PES4* will feature on-screen *referees*. Oh, and tiny linesmen. And according to hints from *PES* supremo, Seabass, a 'wrong' decision *might* result in the ref taking a half-volleyed shot in the spuds. Better yet – as shown in these shots from *PES4's* Japanese forbear *Winning Eleven 8* – the weedy South Americans will sport gloves in cold weather.

Bad news? *PES4* won't be online, but the animations will reflect players' attributes like never before so, for example, Ronaldinho will perform the 'flip flop' leg trick from the Nike ads. The L1 and ▲ through-ball has been enhanced, with a power meter for greater accuracy and cheeky over-the-top chipped passes. The ball physics will change between stadiums, while Master League results create degradation/improvement in player statistics.

PSM RECKONS *Check PSM2 very soon for a World Exclusive hands-on preview. We're too excited for words...*

BECK TO BASICS: The England captain now features his baldy cut, while Brazilian Kaka wears gloves.

Mornin'. I'm mad for 'shrooms, me. Button, field, magic... can't get enough of 'em. Here's some beauties here!
That'll do it. A quick squat and a slash with the old combat knife and they... Hey, where did this ration can come from?!


Lush! Snakes! I loves 'em! Shhh... Closer. Closer... I've got a nice extra-long baguette riiiight here..
If I use my tranquilliser gun I can knock 'em out. Keeps them nice and fresh in the old backpack, see?
What the frikk'!? He's only gone and gone to sleep in a tiny portable cage! Hmm.. handy.

METAL GEAR SOLID 3

Confused by the stamina system in **MGS3**? Baffled by the new sniping mode? Fear not. **Solid Snake*** is on hand to ease your woes.

Behind you, masked goons! Jesus!
Hmm. Fetish party dead ahead.
Hey, the freaks sure know how to enjoy themselves!
Interactive scenery eh? If I give this barrel a push it'll catch him square in the carton!
"Rowl aahgt the barrel!" Geddit? Eh? Oh never mind. Is it lunchtime yet?
Not really

AND THERE'S MORE...

Play **fashion designer** and get YOUR camouflage design in MGS3...

To celebrate the ingenious camouflage system in *MGS3*, Konami are holding a competition that lets you design your own outfits for Solid Snake (or whoever he is... etc). Hideo Kojima himself – *himself!* – will check all the entries and the very best will be included in the game for Snake to wear. Spiffy, huh?

There are a few rules, of course – you can't just copy any existing camo designs, but you can send in as many entries as you like, and we suspect more useful camo schemes will be better-considered than a fetching purple-and-yellow get-up. Get yer ass over to:

www.konamijpn.com/products/mgs3/english/index_camouflage.html

for full details, rules, and how to enter.

Accelerator extra

Tiny last-minute shots of BIG importance

FIFA 2005

►The license-heavy footy sim returns with improved – ie: no longer shit – Off-The-Ball control and a new 'true player kinetic system' that improves gameplay and ball control. Apparently.

CRIMSON SEA 2

►Koei's ruck-'em-up is being released as *Dynasty Warriors* in space, which can only be a good thing. It used to be an Xbox exclusive but this version's PS2 only. Score.

EYETOY SPORTS

►A collection of fifteen sport-themed EyeToy games including football, baseball, horse racing and golf. You can also twiddle with screenshots in a new 'Art Studio' mode.

TOCA RACE DRIVER 2

►The actually-quite-brilliant Xbox racer slides onto PS2, and in the words of Codemasters' PR barons will be "even better looking on PS2". Well, that's a surprise. Could be ace, mind.

RISE OF THE KASAI

►The sequel to the sadly overlooked *Mark Of Kri* features new online components that allow one player to control lead character Rau and another his love interest, the fiery empress Tati. Neat.

SAMURAI LEGEND MUSASHI

►This sequel to the PSone game, *Brave Fencer Musashi*, this slash-'em-up platformer title features bold cel-shaded graphics and comes from [illegible]. Says Square: "[illegible]"

KING OF IRON FIST RETURNS

New characters, destructible arenas and the death of a major main character. Tekken 5 is at least trying...

"Heihachi Mishima is dead" rumbles *Tekken 5*. A shocking revelation, but we're convinced that the crotchety old bugger will pop up as a boss later on. Along with the news of Heihachi's death comes a trio of brand new playable characters. Firstly, there's Asuka Kazawa (The sister of Jin), a Kung Fu brawler named Feng Wei and a special forces operative known as Raven.

Graphically, the biggest change has to be the arenas. The sparse, featureless backdrops of *Tekken 4* are gone, replaced with fully destructible, detailed environments. Nice, but a superficial change.

Here's hoping that *Tekken 5* will eclipse it's PSone predecessor as *Tekken 4* failed to excite. Footage we've seen shows that the game has retained the humour of previous games, as Kuma the bear appears dancing amid a squad of yapping penguins. There's also rumours that the Tekken Force mode will make a return, along with mini-games like the immensely entertaining Tekken Bowl.

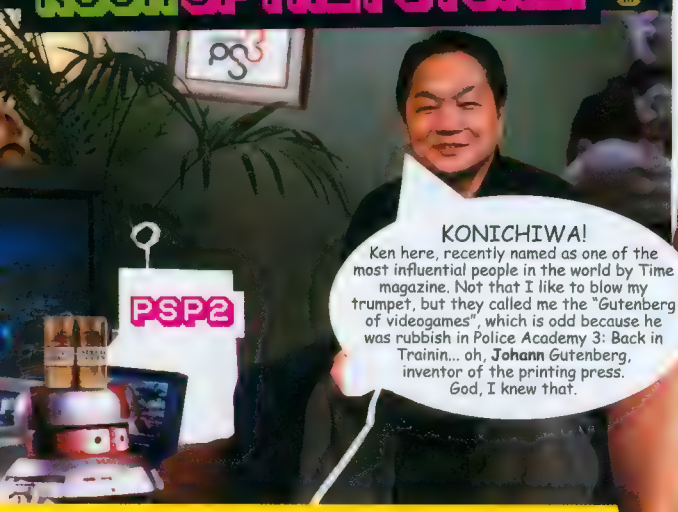
PSM RECKONS ***Tekken's reception at E3 was lukewarm at best. Namco's SRS stalls attracted punters, which is odd considering that Tekken was once one of Sony's biggest games. It'll take a lot of effort to turn the tide of complacency.***

KAVEN MAD: New blood Raven dishes out new moves on series veteran Paul Phoenix.

Burnout 3 will feature a completely **revised Crash mode**, with over 100 levels (a far cry from the **twelve or so of the original**), featuring canny **multiplier tokens** – and **Heartbreak** icons – for **Tony Hawk**-style combo scoring. **PSM2** was the world's first mag to **get hands-on**, so tune-in for the **full tasty scoop next month**...

PS3 AND PSP NEWS FROM...

KEN KUTARAGI'S FRONT ROOM OF THE FUTURE!



KONICHIWA!
Ken here, recently named as one of the most influential people in the world by Time magazine. Not that I like to blow my trumpet, but they called me the "Gutenberg of videogames", which is odd because he was rubbish in Police Academy 3: Back in Trainin... oh, **Johann** Gutenberg, inventor of the printing press. God, I knew that.

[Parp!] Oh, er, hello, I was just, erm, playing an unspecified instrument there. Where were we? Ah, yes, my PS3 recruitment drive. Sony are currently looking for PS3 Software Engineers with C++ skills, knowledge of OSX (specifically the Midi and Firewire drivers) and who've worked on at least 2 technically brilliant titles. Which means: a) PS3 is on track for its rumoured March 2006 release date (as recently revealed Sony chairman Nonuyuki Idei), and CELL chip production has just begun. b) PS3 will focus on networking (Firewire), and c) we won't be employing any dumbasses.

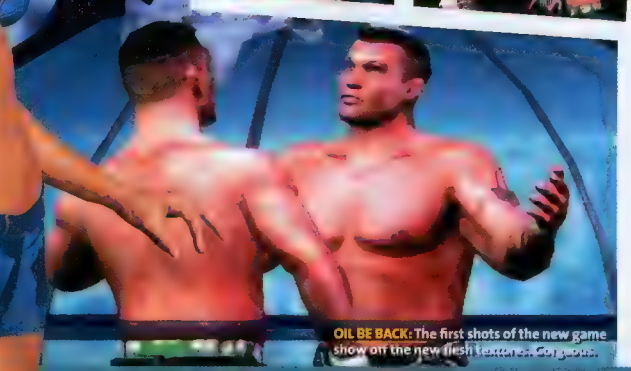
In related news, my chum Kazunori Yamuachi (Mr Gran Turismo), has announced that his next driving game – well, after GT4 – will be on PS3. Until next time, peeps. Ken rules!

Ken Kutaragi is President of Sony Computer Entertainment. When he's not playing Killzone 3 on PS5 he likes to write for his favourite PS2 magazine. PSM2, dumbass.

WWE SMACKDOWN! VS RAW

Men are great. But ladies are even better...

"Mind if I park my buns of steel here for a bit? I've got the latest on THQ's new **Smackdown Vs Raw** game. It's all about the roster, see. The game has a massive line-up, featuring pretty much all the greatest wrestlers ever. Of course you can expect Randy Orton, Triple H, Chris Benoit and Shawn Michaels in there but you could even see the likes of Tyson Tomko or Charlie Haas jaunting around the ring. I've seen **Smackdown Vs Raw** in action and it's our best-looking game ever, mainly thanks to oily-smooth animation motion captured directly from me and my ~~ass~~ er... buddies. Yup, there's a lot more ladyfun this time around. Further mutterings indicate that this sequel might be online but don't hold your windpipe. Got to go, there's a party in my pants and... it's strictly invitation only. Security!"



OIL BE BACK: The first shots of the new game show off the new flesh textures. Gorgeous.

PlayStation 2

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Thanks to Atari's *Driv3r*, you no longer need millions of dollars and the backing of a major Hollywood movie studio to make your dream car chase flick a reality; you can do it at home, barking orders down a dusty toliet tube. To commemorate this, we're giving away a vast trove of driving goodies, but before you start scrabbling for a postcard, this is a compo with a difference!

Yes, we want you to piece together your very own MOVIE using the game's built-in Director mode. Send us your movie on VHS and the keen-eyed movie buffs at PSM2, Atari and Reflections will choose a winner who bags a batch of top driving related DVDs, a shiny silver PS2 and a top-notch digital video camera, so they can make movies for real. So what are you waiting for? Get directing!

KEEP IT MOVING

Make sure you use plenty of exciting camera angles and creative use of motion blur. In fact, the more switches the better. Also, scenes shot at various speeds will help your entry stand out from the crowd. If you want a good example of what we're looking for check out Accelerator on this months DVD for a movie created exclusively by the fair hand of Luc Besson!". *OK, it was Andy.

WHAT YOU CAN WIN

A limited edition silver PS2!

Eight of the greatest car chase movies on DVD!

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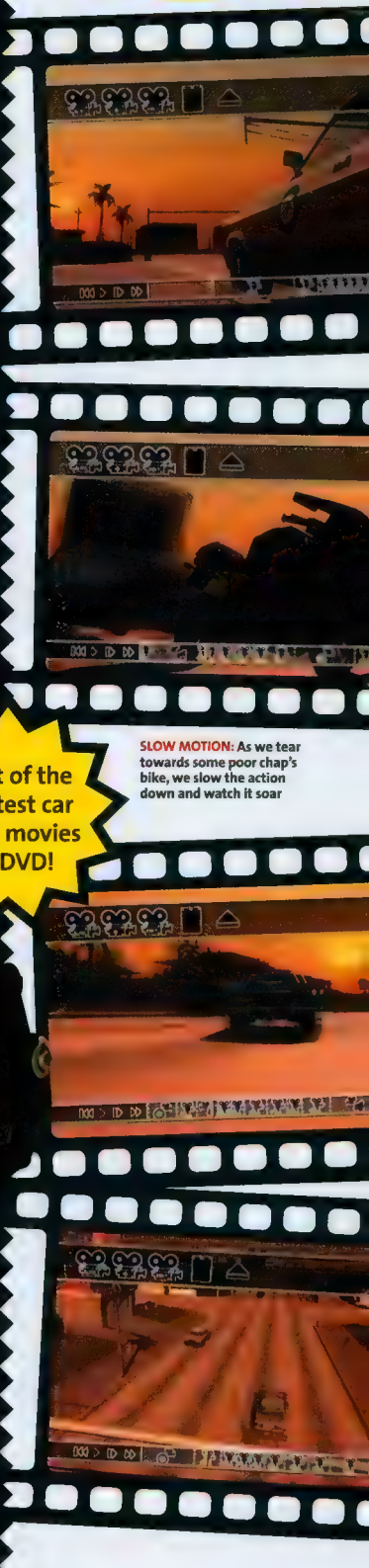

SLOW MOTION: As we tear towards some poor chap's bike, we slow the action down and watch it soar

HOW TO ENTER

Simply plug your PS2 into your video's SCART socket and record your movie – approx three to five mins long – on a regular VHS tape (see Ultra Dojo on pg106 for tips). But, be aware that we can't return your tapes, unfortunately. This competiton closes on August 26th.

Simply rewind your tape to the start of the movie and bung it in the post to us at the address below. The best movie wins and will be featured on an upcoming PSM2 DVD.

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DIRECTOR TIPS

We want GOOD movies, dammit! Take these tips into consideration before you begin directing...

ATARI

IS THERE A FREE COPY OF DRIV3R IN YOUR DVD?

LEAP OF FAITH: Whenever a car leaves the ground, get the camera under it to catch the jump. Beautiful.

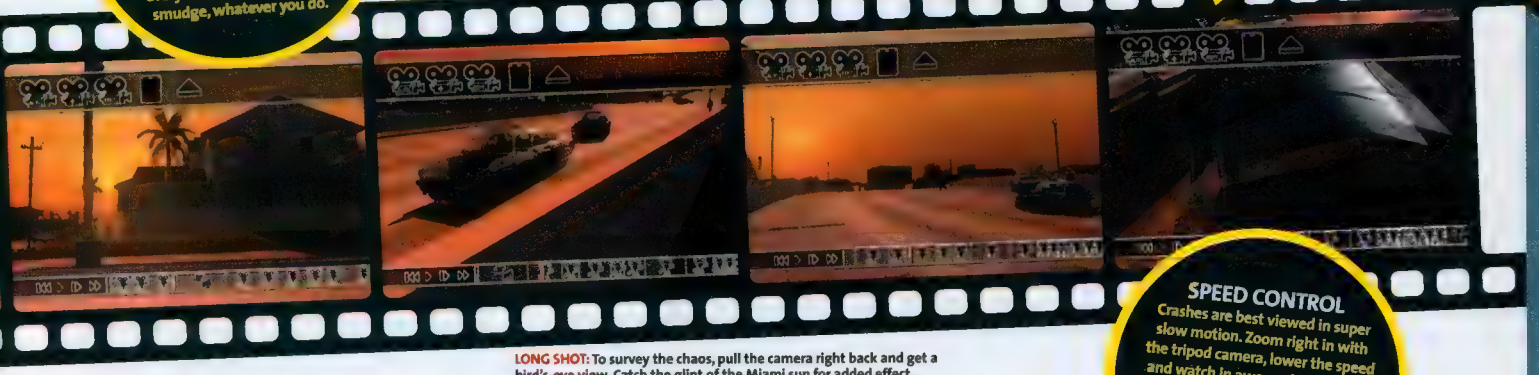
ARE YOU A WINNER?

The guys at Atari have coughed up 25 copies of *Driv3r*, and we've hidden them in 25 copies of this month's issue. Haven't checked your's already? Quick! Open up the cover disc and peer inside. If you've won, there'll be two discs, along with the game's manual. If you haven't... well, *Driv3r* is available now in all good game shops. Hey! Fancy that...

MOTION BLUR

Don't overdo it with the motion blur. It's best used when you slow things right down – bone-crunching bike crashes, for example. It's also good for jumps and things, but you can do anything you like. Just don't coat every scene in a thick glossy smudge, whatever you do.

FIRST PERSON VIEW: View the action from your assailant's point of view to reinforce the fact that he's actually chasing you.



LONG SHOT: To survey the chaos, pull the camera right back and get a bird's-eye view. Catch the glint of the Miami sun for added effect.

SPEED CONTROL

Crashes are best viewed in super slow motion. Zoom right in with the tripod camera, lower the speed and watch in awe as chunks of car go flying absolutely *everywhere*. It's also good for gunfights, as it creates a *Matrix*-style faux-bullet time effect. Be creative!

CAMERA PLACEMENT

With the tripod option, you can stick a camera pretty much anywhere. Use this to your advantage and film the action from obscure angles. You can also give the impression of someone 'watching' by filming through grates, fences and from balconies on the sides of buildings.

Accelerator

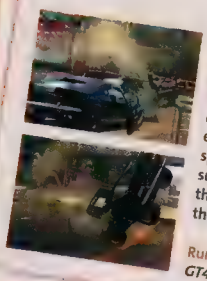
SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

PSM2 E3 AWARDS

Back from E3 the PSM2 team vote for 2004's winners and losers at the greatest show on earth.

Best Driving Game

Burnout 3 (EA)



Gran Turismo 4 is perhaps the worthier game, but *Burnout 3* truely won our hearts at E3. Everything that was brilliant about *Burnout 2* – and it was *all* brilliant – has been both refined and expanded. Eye-searing crashes, mental speed, pitch-perfect handling and a superb six-player online game make this the racing game that surely stole the show.

Runners Up: *Street Racing Syndicate, GT4* and *Juiced*.

Best Action Game

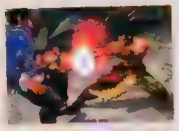
Devil May Cry 3 (Capcom)

Without a doubt, the best pure action game we saw and a sure-fire memory-wipe for the underwhelming *Devil May Cry 2*. The younger Dante is a stroke of genius – all snotty teenage attitude, simultaneously scoffing pizza while slaughtering demons. Bloody great.

Runners Up: *Killzone, Call of Duty* and *Star Wars: Battlefront*

The Sequel Too Far Award

Tekken 5 (Namco)



The best fighting game at the show by far, but nonetheless the fact that most of the *Tekken 5* videopods stood unwatched spoke volumes about the general public's attitude towards yet another instalment in the series. Even despite the fact that Heihachi has worn his nappy for the last time.

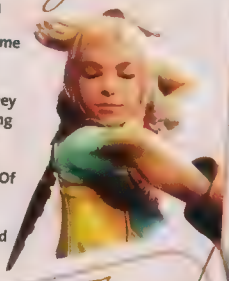
Runners Up: *WRC 2004, Indy Car 2* and *Rise of the Kisai*.

Best Adventure Game

FFXII (Square)

No random battles, quasi-real time fighting, and a fancy 'Gambit' thingee that lets you give your party members commands so they can act independently. By ditching everything that annoyed about previous *Final Fantasies* this is a clear contender for the Best RPG Of All Reality, Ever. Check page 12.

Runners Up: *Kingdom Hearts 2* and *Prince of Persia 2*.



Best Sports Game

NBA Ballers (Midway)

Absurdly simple to pick and play and yet possessed of a depth that encourages outrageously super-slick moves. Not only is this the best basketball game we've seen in *ages*, the simple fact that a basketball game has claimed this award over other, better sports is indicative of its quality.

Runners Up: *THUG2* and *FIFA 2005*.

Now that's Amazing Award

Destroy All Humans! (THQ)

The most original game at the show, by dint of one stupendously simple-but-ingenious idea; you're an alien trying to invade earth. Read minds, use telekinesis, hypnotise foolish earthlings, even hop in a flying saucer and raze cities to the ground... Dah! Works because it offers the same toybox/sandpit mentality as *GTA*, letting you play as you want.

Runners Up: *Second Sight, MGS3* and *Rumble Roses*.

Biggest Surprise

Snowblind (Eidos)

Developed by Crystal Dynamics with input from Warren Spector, it's no surprise that there's a touch of *Deus Ex* in this FPS, thanks in the main to ability-enhancing biomods. But there's more to it than that – you're teamed with a none-more-clever squad of specialists. Believe us when we say we're very excited about this 'un.

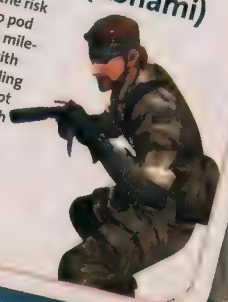
Runners Up: *Rumble Roses, SRS, Mercenaries* and *25 to Life*.

Game of the Show

Metal Gear Solid 3: Snake Eater (Konami)

So good that somebody ran the risk of cracking it out of the demo pod and running the gauntlet of a mile-long convention hall stuffed with security guards and taser-wielding Konami employees. That they got away with it is testament to both their determination and *Metal Gear 3*'s unalloyed brilliance. This, friends, is the shiznit. Word.

Runners Up: *Killzone, Prince of Persia 2* and *Call of Duty*.

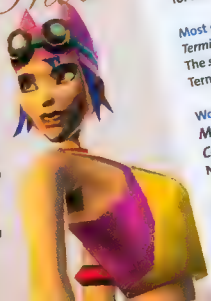


Dumbass of the Show

The Urbz (EA)

Logically, the next place to go with *The Sims* is to make it *more* adult, allowing for more sophisticated computer-man-worrying. But no! Not to say that the game won't be good, but it's been reduced to 'who wears the trendiest trainers'. Tsk.

Runners Up: *Fight Club, Dead Rush* and – sorry fellas – *THUG 2*.



Worst in Show

Worst idea of the show
Blood Will Tell (Sega)
You play as a man with no body, who instead has, for instance, a bazooka for a leg. Sheesh.

Most gratuitous use of a license
Terminator 3: Redemption (Atari)
The second game THIS YEAR from the third Terminator film. Astonishing.

Worst name award
Marc Ecko's Getting Up: Contents Under Pressure (Atari)
Nuff said.

Most shameless name-dropping
GoldenEye: Rogue Agent (EA)
It's got literally nothing to do with the N64 classic of the same name, despite featuring James Bond. EA may be richer than God, but they've Got. No. Shame.

9/10
PlayStation 2
OFFICIAL MAGAZINE-UK

"THE MOST ADDICTIVE GAME I'VE PLAYED IN YEARS."
Official PlayStation® 2 Magazine, Stephen Pierce

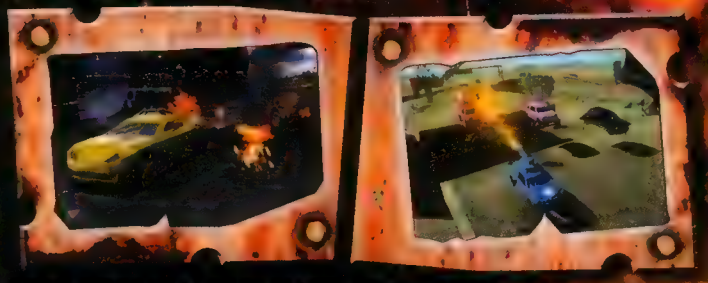
"MASHED WILL REMIND YOU WHY YOU GOT INTO GAMING IN THE FIRST PLACE."
EDGE Magazine

"PURE GAMING EVIL."
91% Loaded

MASHED

DRIVE TO SURVIVE

DRIVE TOGETHER
SHOOT
AIR STRIKE
BASH
SMASHED
CRASHED
ALONE
MASHED



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XBOX PlayStation 2 PC CD

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PSM2'S MOST WANTED

Brain not working properly? Here's our top 10 games we want most to get you started. Heartily agree? Or is your most wanted game not even mentioned? Vote now to avoid disappointment. Remember that it's going to be the best awards ceremony ever because YOU decide the winners!

1 BURNOUT 3

The fastest, most intense racer ever made, and then some. This is *Burnout* at its most refined and most insane – and now its got an online mode too.

2 MGS3: SNAKE EATER

What *everyone's* waiting for. The best stealth game with so many innovations it's untrue – the camouflage, the eating, the invariably convoluted plot...

3 GTA: SAN ANDREAS

The biggest game this year, both literally and metaphorically. It's belief-beggaringly six times the size of *Vice City*, and will rock da house.

4 KILLZONE

Simply the grittiest and most stylish first-person shooter we've played in a long while. Mark our words: this'll be the canine's fun pods and no mistake.

5 NFS UNDERGROUND 2

Although EA haven't shown a whole lot of this off yet, it's got literally billions of car customisation options. And it'll go like shit off a shovel.

6 TIMESPLITTERS 3: FUTURE PERFECT

We still play '*Splitters 2* in the office, but the advent of '*Splitters 3* will OWN our lunchtimes. It'll be the best multiplayer thing ever, and then some.

7 DEVIL MAY CRY 3

After the lacklustre *Devil May Cry 2*, this is exactly the hyper-exciting shot in the arm Capcom needed. Action-packed and full of grisly beasties.

8 GRAN TURISMO 4

It'll be exactly what we all expect. But when that's the best racing game ever made then you can't complain. Taking it online only sweetens the deal.

9 PRINCE OF PERSIA 2

This sequel to the criminally-overlooked original fixes everything that was wonky. The combat's been sorted and there's loads of new moves.

10 FINAL FANTASY XII

After the interesting diversion that was *FFX-2* and the online-only epic that is *FFXI*, this looks like being the biggest and best *Final Fantasy* game yet.

MOST WANTED

UK GAMES AWARDS 2004

HURRY YOU MUST ENTER BY JULY 5

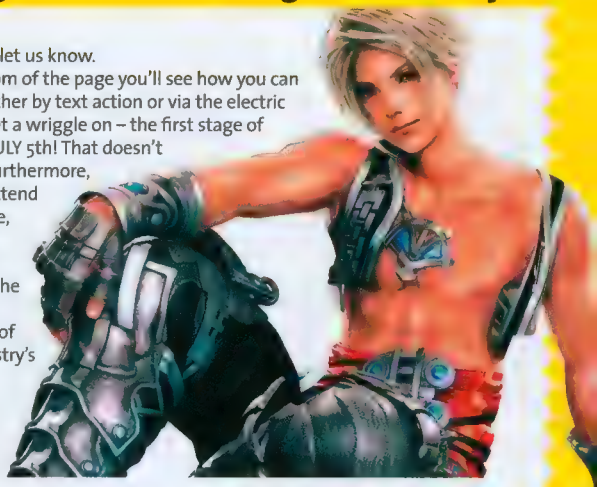
VOTE FOR YOUR FAVE GAME!

Vote now for your favourite upcoming game and watch it get on the telly!

So, what the frick is Most Wanted? It's a videogames awards show – where the winners are decided by *you*, the fair readers of PSM2 Magazine. How cool is that? Pretty cool, to say the very least. Certainly cooler than watching the bint that plays Kat Slater get trollied yet again at the Soap Awards, before showing off her enormous balloon-like knickers and calling Pauline Fowler a raisin-faced snagglepuss. Possibly.

Yup, this is *your* chance to have a say and choose who wins the awards. We want you to let us know which upcoming game is getting you properly hot under the collar. Is *Grand Theft Auto: San Andreas* top of your Christmas list? Has being able to eat cute little frogs and mushrooms in *Metal Gear Solid 3: Snake Eater* got you licking your lips in anticipation? Has slamming into an articulated lorry at 150mph in *Burnout 3* tickled your fancy in ways it's not really meant to? Then let us know.

At the bottom of the page you'll see how you can do just that – either by text action or via the electric interweb. But get a wriggle on – the first stage of VOTING ENDS JULY 5th! That doesn't give you long. Furthermore, if you want to attend the show for free, with travel and accommodation thrown in, plus the chance to meet and greet some of the games industry's drunkest personalities, then see elsewhere on this very page...



How to vote for your Most Wanted game:

VOTE BY TEXT

1. Just text the words PSM2 followed by a space into your mobile. Then...
2. Text in the name of the game you want. So, if you most want to play *Need For Speed Underground 2* right now then text PSM2 NEED FOR SPEED UNDERGROUND 2 It's almost too simple, non?
3. Now send the message to 83130. Texts will cost you just 25p and your usual text charge.

VOTE ON THE INTERWEB

Point your cyberbrowser to www.gamesradar.com (the games page of PSM2 and it's multitudinous sister magazines) and look for the Most Wanted logo to click on. From there it's like taking da candy from da babies.

Terms and Conditions: Voting for your Most Wanted Game closes at midnight on 05/07/04. The TICKETS competition closing date is 23/08/04. The winner of the TICKETS competition will be notified by telephone on 06/09/04. Multiple entries are allowed. Only UK Residents aged 16 and over may enter. The winner of the competition, if aged under 18, must be accompanied by a responsible adult aged 18 or over. Terms and conditions apply. This competition is not exclusive to this magazine. The editor's decision is final; no correspondence will be entered into. Entrants must not be an employee, agent or subcontractor of the promoters, or a relative of any of those persons. The promoter is Future Publishing Limited, Beauford Court, 30 Monmouth St, Bath, Avon, BA1 2BW, Company No.: 02008885. No purchase necessary. There is no alternative to the prizes stated. Phone Votes: Each call costs 50p. Please get permission from the person who pays the telephone bill. SMS Votes: Text messages cost 25p inc VAT plus your normal text cost. Service provider: Opera Telecom, B1 2JB. The address for postal entries is "Most Wanted UK Games Awards 2004", Future Plus, 30 Monmouth St, Bath, BA1 2BW. Proof of posting will not be taken as proof of delivery. Winners' names will not be published. Written requests for details will be honoured.

WIN WIN WIN!

Bag a pair of tickets to the most glittering awards in game-dom. See you there!

The Most Wanted show is going to be a cracker, and we've got a pair of tickets to give away to one lucky winner. Look!

FREE ENTRY TO THE MOST WANTED AWARDS SHOW!

FREE TRAVEL!

FREE ACCOMMODATION!

FREE BOOZE!

Hey, it's an awards show so get pickled right up!

MEET INTERESTING PEOPLE!

Hell, you might even meet our very own Andrew Kelly. And ladies... he's single!

JUST ANSWER THIS LAME-BRAINED QUESTION!

What does the name E3 stand for?

A) Entertainment Entertainment Entertainment
B) Excellent Entertainment Experience
C) Electronic Entertainment Expo

Text your answer to the hotline. Like this:

1. Text PSM2 followed by a space.
2. Then TICKETS followed by a space, then...
3. The answer to the question (A, B, or C)

For example: PSM2 TICKETS B

4. Send it to 83130 (message costs 25p inc VAT, plus your normal text cost)

5. That's it. One lucky winner will be selected at random. Good luck!

OR ENTER BY PHONE

1. Call 0901 307 1102
2. Record your answer to the question (Calls cost 50p. Please get permission from the person who pays the telephone bill)
3. Soon you could be enjoying an amazing night of entertainment at the UK Most Wanted Game Awards 2004!

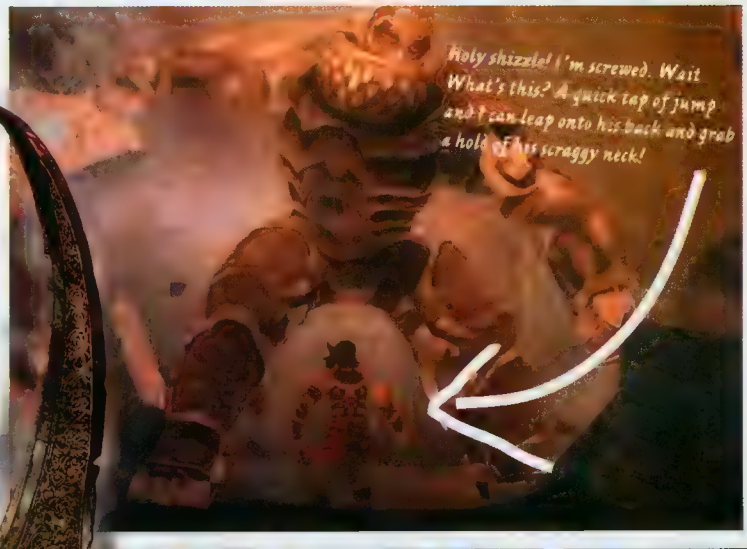
IMPORTANT: TERMS & CONDITIONS APPLY
You must be aged 16 or over to enter this competition. Competition closes August 23.

PRINCE OF PERSIA 2

Latest shots of **Persia's very own Prince** in action. His silken pantaloons have **never looked sexier...**

Last month we featured the first shots of the superb-looking sequel to last year's hit action platformer *Prince of Persia*. Well, guess what – now there's even more! Check these luscious shots.

The first game set new benchmarks not only for graphics, but also for ball-tightening difficulty. Well, the second game is far more friendly and intuitive. Look, we'll show you...



What a beauty! My new combat moves let me
vault and grapple attackers before serving up
a brilliant head-slicing finisher. It's even
more stylish than my strides!

PSM2 NEEDS YOU FOR THE 2004 READERS SURVEY!

Grasp **your chance** to shape the future of your **favourite mag.**

Will you just take a look at this magazine. Good isn't it? We love it too. You've made the right choice. You're a smart, gorgeous individual. We love making every issue of PSM2 and hope that you enjoy reading it as much as... [snip!] Enough mutual ass-kissing. We're here to ask for your assistance in making PSM2 even better. We want it to be the magazine you've always dreamed of. To that end we've devised a special online poll for PSM2 readers to make a difference.

Want more import reviews in the mag? Or is there a certain developer we should take the piss out of more regularly? Are you riled because we NEVER feature enough *Mobile Suit Gundam Z: AEUG Vs Titan*? Whatever you need – we're listening and every comment and answer you give us will be pored over by the PSM2 team and be a part of shaping future issues of your favourite PS2 mag.

And, as if helping us out wasn't reward enough, there's some top-whack booty up for grabs courtesy of our buddies at THQ, home to some of the greatest games in the world. Boy they're good. We love THQ. They totally rule. BAM! What's that sound? It's the unmistakable sound of another THQ game kicking our ass clean off! Again! (Did we mention that the excellent *WWE Smackdown: Here Comes The Pain*, which scored 88% in PSM2#43, is now available on Platinum for just £19.99?)

So, to get your voice heard, make PSM2 even more bootylicious and get your hands on a tanker-load of blinging freebies just follow the following Benson-proof instructions. Oh, and one more thing... Thanks.

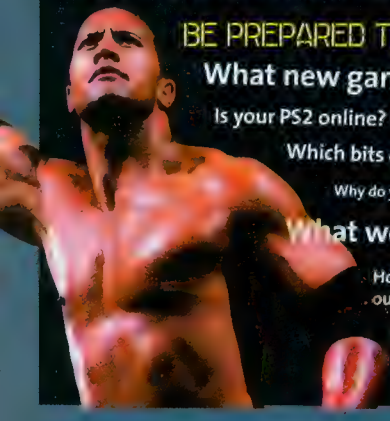
HOW TO TAKE PART

(AND WIN A WAD OF ACE THQ STUFF)

Fire up your PC and point your interweb communicator at the following cyberlink:

www.magicalia.com/psm2survey

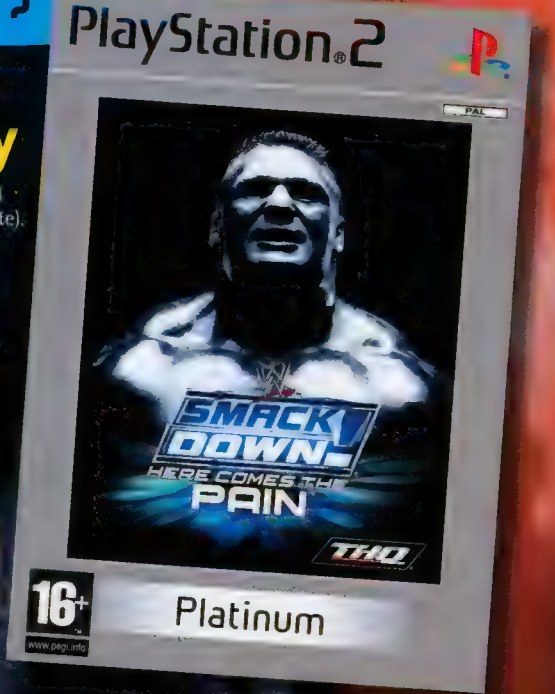
Now, just follow the on-screen instructions. Fill in your details at the end of the poll and your thoughts will whizz their way to us. One of you will be selected to win our special THQ games prize (full details on the site).

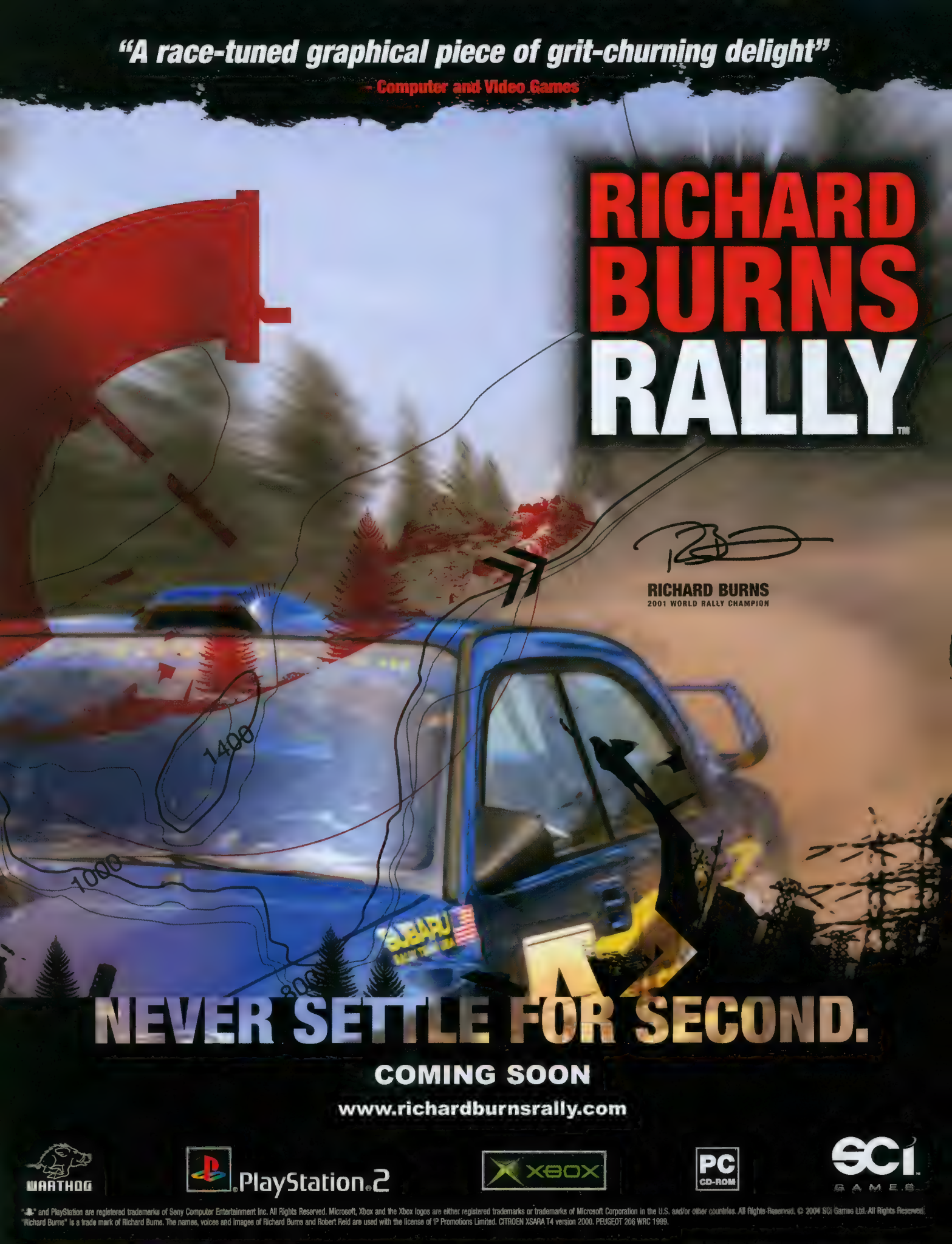


BE PREPARED TO ANSWER THE FOLLOWING QUESTIONS:

- What new games are you looking forward to most?
- Is your PS2 online?
- What other games machines do you own?
- Which bits of PSM2 do you like best?
- Why do you choose PSM2?
- What do you hate about PSM2?
- What would you like more of?
- And less of?
- How useful do you find our reviews?
- What would you do if you were boss of PSM2?

THQ
www.thq.co.UK





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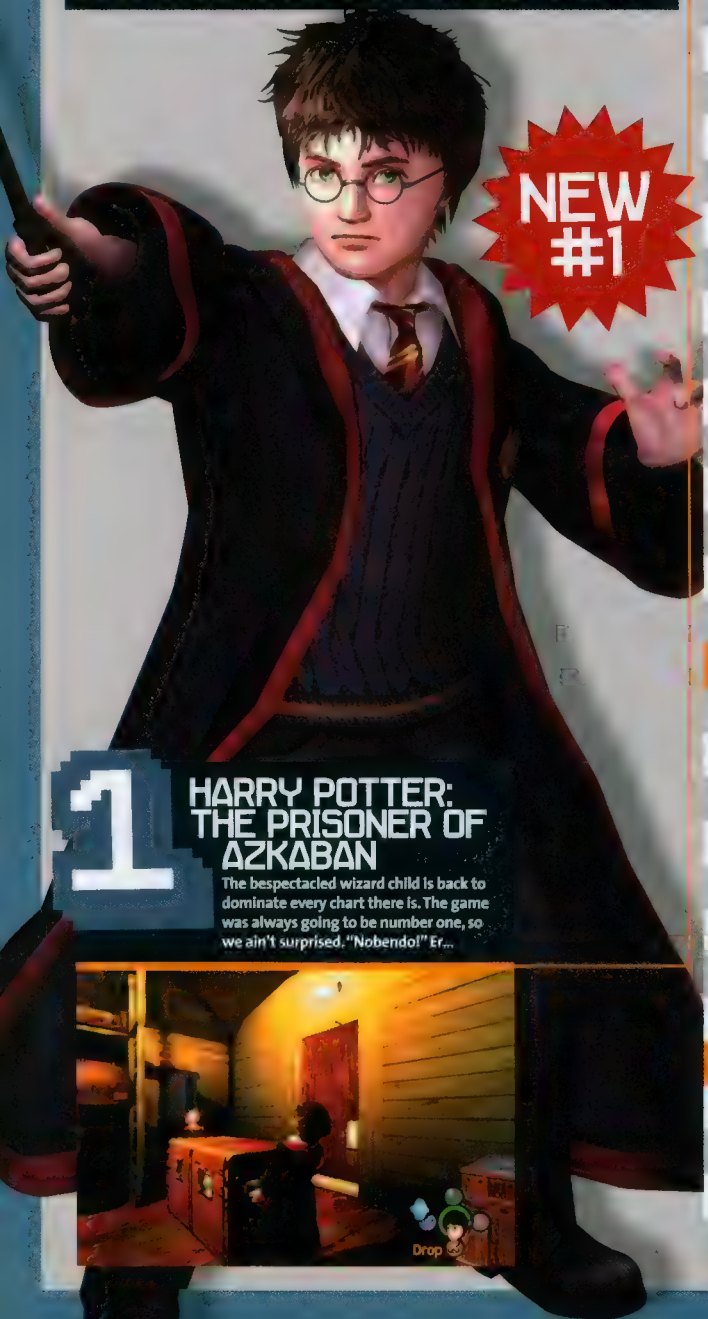
Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

TOP 40 PS2 CHART

Welcome to the charts pages. Here you'll not only find out what great games are coming up, but also what's shifting on the high street right now. PLUS Don't miss PSM2's invitation to help shape our next issue!



1 HARRY POTTER: THE PRISONER OF AZKABAN

The bespectacled wizard child is back to dominate every chart there is. The game was always going to be number one, so we ain't surprised. "Nobendo!" Er...

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	NE	HARRY POTTER: PRISONER OF AZKABAN ■ Developer: EA Games ■ Publisher: EA	76%
2	NE	UEFA EURO 2004 ■ Developer: EA Sports ■ Publisher: EA	70%
3	NE	GRAN TURISMO 4: PROLOGUE ■ Developer: Polyphony ■ Publisher: Sony	79%
4	1	HITMAN: CONTRACTS ■ Developer: IO Interactive ■ Publisher: Eidos	90%
5	NE	SINGSTAR ■ Developer: London Studios ■ Publisher: Sony	90%
6	NE	TRANSFORMERS ■ Developer: Melbourne ■ Publisher: Atari	83%
7	2	FIGHT NIGHT 2004 ■ Developer: EA Sports ■ Publisher: EA	88%
8	11	NEED FOR SPEED: UNDERGROUND ■ Developer: EA ■ Publisher: EA	86%
9	NE	THE SUFFERING ■ Developer: Midway ■ Publisher: Midway	86%
10	3	SONIC HEROES ■ Developer: Sonic Team ■ Publisher: Sega	66%
11	NE	VAN HELSING ■ Developer: Sapphire ■ Publisher: Vivendi	67%
12	4	007: EVERYTHING OR NOTHING ■ Developer: EA ■ Publisher: EA	77%
13	22	MEDAL OF HONOR: RISING SUN ■ Developer: EA ■ Publisher: EA	83%
14	5	LMA MANAGER 2004 ■ Developer: Codies ■ Publisher: Codemasters	87%
15	9	THE SIMPSONS: HIT AND RUN ■ Developer: Radical ■ Publisher: Vivendi	77%
16	17	LOTR: RETURN OF THE KING ■ Developer: EA ■ Publisher: EA	86%
17	NE	ENGLAND INTERNATIONAL FOOTBALL ■ Developer: Codies ■ Publisher: Codies	62%
18	8	TOM CLANCY'S RAINBOW SIX 3 ■ Developer: Red Storm ■ Publisher: Ubi Soft	77%
19	12	CRICKET 2004 ■ Developer: HB Studios ■ Publisher: EA	68%
20	9	SCOOBY DOO: MYSTERY MAYHEM ■ Developer: AM&M ■ Publisher: THQ	51%
21	16	FINAL FANTASY X-2 ■ Developer: Square Enix ■ Publisher: EA	83%
22	18	MOH: RISING SUN ■ Developer: EA ■ Publisher: EA	83%
23	11	WORMS 3D ■ Developer: Team 17 ■ Publisher: Sega	80%
24	13	RUGBY 2004 ■ Developer: HB Studios ■ Publisher: EA	80%
25	17	THE SIMS: BUSTIN' OUT ■ Developer: EA ■ Publisher: Konami	70%
26	23	MAFIA ■ Developer: Gathering ■ Publisher: Take 2	79%
27	20	PRINCE OF PERSIA: SANDS OF TIME ■ Developer: Ubi Soft ■ Publisher:Ubi Soft	87%
28	22	FINDING NEMO ■ Developer: THQ ■ Publisher: THQ	71%
29	24	WWE SMACKDOWN: HCTP ■ Developer: Yuke's ■ Publisher: THQ	88%
30	27	TRUE CRIME: STREETS OF LA ■ Developer: Luxoflux ■ Publisher: Activision	74%
31	29	GTA: VICE CITY ■ Developer: Rockstar ■ Publisher: Rockstar	97%
32	28	TONY HAWK'S UNDERGROUND ■ Developer: Neversoft ■ Publisher: Activision	92%
33	30	EYE TOY: GROOVE ■ Developer: SCEE ■ Publisher: SCEE	68%
34	31	GTA DOUBLE PACK ■ Developer: Rockstar ■ Publisher: Rockstar	97%
35	32	SSX3 ■ Developer: EA ■ Publisher: EA	94%
36	21	BAD BOYS 2 ■ Developer: Blitz ■ Publisher: Empire	51%
37	34	MANHUNT ■ Developer: Rockstar ■ Publisher: Rockstar	91%
38	36	LEGACY OF KAIN: DEFIANCE ■ Developer: Crystal Dynamics ■ Publisher:	79%
39	NE	THE CAT IN THE HAT ■ Developer: Magenta ■ Publisher: Vivendi	27%
40	39	BALDUR'S GATE: DARK ALLIANCE 2 ■ Developer: Black Isle ■ Publisher: Acclaim	82%

03 GT4: PROLOGUE

The most expensive demo in the world screams into the charts. This bodes well for the forthcoming 'full fat' *Turismo 4*.

09 THE SUFFERING

A respectable entry position for the Midway scare fest. It seems lot of people out there enjoy shitting themselves.

27 PRINCE OF PERSIA

Still twirling around the charts in his pantaloons; the Prince can't be shifted. Maybe it's because he keeps pushing back time. Hmm.

36 BAD BOYS 2

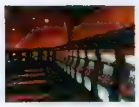
The film has been and gone, but people are still buying the intensely average spin-off game. God bless their clueless souls.

AMERICAN TOP 5 PS2 GAMES

1	FIGHT NIGHT 2004	■ Developer: EA ■ Publisher: EA
2	NBA BALLERS	■ Developer: Midway ■ Publisher: Midway
3	MVP BASEBALL 2004	■ Developer: EA ■ Publisher: EA
4	RESIDENT EVIL: OUTBREAK	■ Developer: Capcom ■ Publisher: Capcom
5	HITMAN: CONTRACTS	■ Developer: IO Interactive ■ Publisher: Eidos

JAPANESE TOP 5 PS2 GAMES

1	PACHISLOT TOUKON DENSHO INOKI	■ Developer: Success ■ Publisher: Success
2	DERBY STALLION 04	■ Developer: Enterbrain ■ Publisher: Enterbrain
3	DRAGON QUEST V	■ Developer: Square Enix ■ Publisher: Square Enix
4	KINNIKUMAN GENERATIONS	■ Developer: Bandai ■ Publisher: Bandai
5	GENERATION OF CHAOS IV	■ Developer: Idea Factory ■ Publisher: Idea Factory



Japan's number one entry really rolls off the tongue, doesn't it? Over in Yankland, EA are really packing a punch with Fight Night.

MOST WANTED

THIS MONTH:
MARK PHILLIPS
FROM CHESHIRE

Tell us what games you want to see and we'll get 'em for you!

1	SILENT HILL 4: THE ROOM	■ Developer: Konami Japan ■ Publisher: Konami
2	AREA 51	■ Developer: Midway ■ Publisher: Midway
3	KILLZONE	■ Developer: Guerilla ■ Publisher: Sony
4	NICO	■ Developer: Sony ■ Publisher: Sony
5	KING OF FIGHTERS	■ Developer: SNK ■ Publisher: SNK

Your most wanted games – updated monthly!

WHAT DO YOU WANT?

Ever flicked through PSM2, recognised it to be The Best PlayStation 2 Magazine In The World Ever, but wished that we'd done a bit more on Mobile Suit Gundam Z: AEUG Vs Titan? Well, you're in luck. Tell us what you want and we'll put it in the mag! Send this coupon to 'Most Wanted, PSM2, 30 Monmouth St, Bath, BA1 2BW' or email 'Most Wanted' to: psm2@futurenet.co.uk. Cheers.

Name.....
Address.....
.....
.....
What do you want?.....
.....
.....

10 THINGS YOU MUST DO THIS MONTH

1	Pray to the British God of miserable weather for an end to this intense, murderous heat.
2	Pretend that you stole *MGS3* and refuse to let anyone see or play it.
3	Doggedly conserve energy after seeing the disaster-tastic The Day After Tomorrow.
4	Learn how to play the lute and join a group of travelling minstrels.
5	Point and laugh at the naked mentalists who inhabit the Big Brother house.
6	Purchase Singstar, drink loads of cheap booze and tackle The Darkness.
7	Strut around town in a crushed velvet suit like you own the place.
8	Gallop around town pretending you're a horse trapped in a human's body.
9	Every time the phone rings pick it up and scream "I cuss you bad!"
10	Learn how to skateboard and terrorize the middle classes with your 'phat trickz'.

5 THINGS TO DO... IN PREPARATION FOR GTA: SAN ANDREAS

1	Form your own gang, 'The Beavers', and take command of 'south central' Bristol.
2	Cruise down main street pretending to 'drive-by' people with a Subway baguette.
3	Stockpile chilli, tortilla chips, pre-cooked chicken and some 'bubonic chronic'.
4	Wear a pair of comedy trousers and ride a flamingo around your workplace.
	Run drugs, kill people, launder money, rob houses, steal cars and... get arrested. Ah...

TOP 10 DVDS

What's big in DVD movie rental

1	BIG FISH
2	LOTR: RETURN OF THE KING
3	PAYCHECK
4	THE LAST SAMURAI
5	CHEAPER BY THE DOZEN
6	OPEN RANGE
7	MYSTIC RIVER
8	OUT OF TIME
9	S.W.A.T.
10	MASTER AND COMMANDER

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Hands

"CALL IN AN AIR STRIKE, THEN SIT BACK AND WATCH" MERCENARIES, PAGE 38!

34 DEVIL MAY CRY 3
Dante's back with an even more cock-sure attitude in this prequel. Just how cool can a game make you look? This cool...

36 THUG2
We get to grips with the skate and destroy antics of the latest Tony Hawk's game. Throw rotten fruit, tag your territory, scare old people. It's the biz!

40 CALL OF DUTY
Help your brothers in arms liberate fortress Europe from the Hun. Fight street by street and pray your clunky old rifle doesn't jam.

You want more?!
Okay then, feast your eyes on *Mercenaries* (page 38), *Street Racing Syndicate* (page 41), *Destroy All Humans!* (page 42) *Snowblind* (page 42) and more...

WELCOME...

DAN D

***Call of Duty*: 1942. *Kill all Humans!*: The 1950s. *Killzone:* The near future. *Timesplitters 3*: All of time. Jee-sus, what's so wrong with plain old *today*, eh? Is modern life, as Blur noted, rubbish?**

At the risk of sounding *slightly* hypocritical perhaps we should just tone down our future lust and wallow in the moment. *Driv3r*? In shops as we speak. *Hitman: Contracts*? Playing it today. *PES3*? Never left the disk tray. Ever. The best times are *now* by default, so if we all stop lusting after games like *Killzone* and building unrealistic expectations, then perhaps we'll all be a bit more surprised when we finally play them. Imagine *Gran Turismo* with sci-fi cars in. You'd end up with... *Gran Turismo Concept*. And that was crap! We'll stick with the present day thanks and you can keep your... *holyshitcheckthatout!* – did you see that new bit in *Killzone*?

Sod that realism stuff. The future has never looked so good...

PSM2

PREVIEW PROMISE

PSM2 is always first with the biggest and best games and that applies to our redesigned previews section. Every issue, you can rely on us – here's why!

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else.
- We feature more screenshots than any other magazine.
- Once you've read what we think, why not see what we played – in action! The PSM2 DVD features in-game hands-on footage we've taken just for you.
- PSM2: We're playing PS2 longer, harder, faster than anyone else! And don't you forget it.

BECAUSE WE PLAY EVERY GAME WE PREVIEW

PSM2 MOST ANTICIPATED!

KILLZONE

Aw fudge. Do we have to? Again? OK then. Here we go. **Killzone** is quite possibly the **best PS2 game** ever. Yes, we know dammit, but this time we really mean it, OK?

ANTICIPATED FEATURES

- Four playable characters with the levels altered to suit each character's unique strengths.
- 11 levels set in the marshes and cities of planet Vector.
- 26 different weapons, plus five different gun emplacements.

We've kept a measured eye on *Killzone* for months now. While other, lesser, magazines have been getting over-excited at the whiff of one brown screenshot we've been keeping our distance and remaining strictly impartial. It takes a lot more than a few screens of robo-men stood in a swamp to pique our interest. Well, we're delighted to announce that we'd like to give *Killzone* our full, wholehearted support. We've played more of the game than any other mag and can report that we've loved every minute of it.

So what makes the 'Zone so special? First of all it's the looks. The worrying frame-rate glitching we 'enjoyed' on early trial runs with the code has all but disappeared. Whether there's been a toning down of detail, number of aggressors or draw distance we can't tell, but now you never feel like you're pushing your PS2 too hard. Secondly there's the setting. There's just something very satisfying to the twenty-something gamer about the 'Zone's grim, urban, futuristic styling. We've seen the future and when it's not trench warfare – dirtier and noisier than anything your Granddad ever had to endure in the Somme – it's blotting around ruined Utopia-gone-wrong concrete streets with a massive assault cannon. Everything, from the weapons, right through to the logo and options screens, are brutally simple and minimalistic. This is function over form in an age where too many games seek to deceive the eye and mind with diverting flash-bang polish to disguise vacuous gameplay.

GUERRILLERS IN THE MIST: A posse of Helghast loom through the fire and smoke of another amazing explosion

Thirdly there's the genuine desire to do something new with an over-subscribed genre. Yes, it's an FPS game, but what this manages to cram in is realistic and meaningful team-play (something the developer's other creation, *Shellshock*, should have had) and a new sensation of weight and meaning to every bullet fired. Your team-mates naturally let you blunder first into the ambushes ahead, but the way they fan out and provide cover is fantastic. You could, if you wished, get pretty far into the game by instigating firefights then hiding behind a wall and bricking it while the dirty work is completed around you. But where's the fun in that? You'll miss out on using some of the most fearsome weapons ever devised for a videogame.

Show-off developers Guerrilla have spun us many a yarn about the creative process involved in coming up with guns for the game. Shotgun-like weapons explode and recoil with venom and the amazingly detailed reload animations (where hands move around the screen unscrewing bits of gun and slapping in new ammo carts) not only make you believe that you're actually carrying a real gun, but also takes absolutely ages, making reloading a tense, time-consuming job that you won't want to do under pressure. Alongside the limited ►

"WE'VE PLAYED MORE OF THE GAME THAN ANY OTHER MAG AND WE LOVED EVERY MINUTE OF IT"

size of the ammo clips this makes the game unpleasantly tense. You really can't afford to run out of ammo when you're running towards a nest of Helghast. Take your time. Look for cover. Reload. Work your way to your target methodically then – BLAM – let him have it.

To add greater variety, there's a choice of four different characters to play as. Not all characters occur in every level, but there's always a choice of at least two and each gives a surprisingly different spin on the level ahead. More stealthy characters (such as Luger) will have a level setup full of waiting, unassuming guards, while heavyweight Rico with his massive shoulder cannon goes up against a whole battalion of battle-ready troops.

LEVEL-HEADED

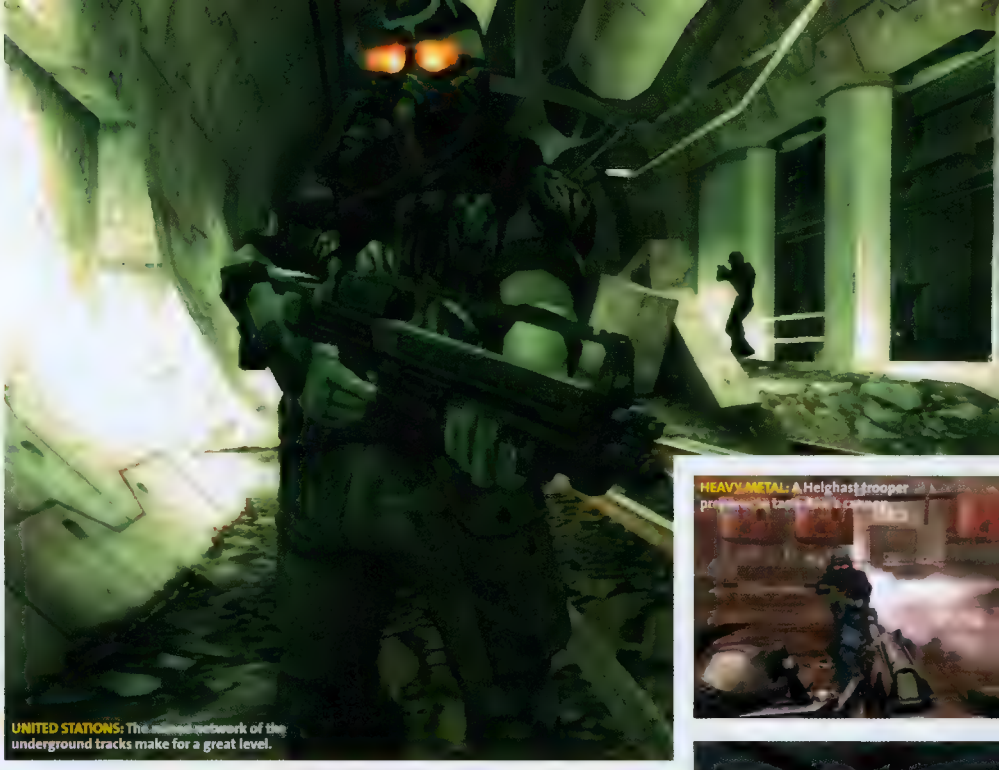
The version of the game we played had three levels. Each was sizey, but was only a tiny portion of the full levels. The first we played was the trenches. The action involved peeking over into no-mans land and picking out the shadowy shape of the enemy as they dared to emerge between the craters and eviscerated trees in a pathetic dash to glory. After picking off a horde, things started to get trickier as the sheer numbers made maintaining our position impossible. There was nothing left but to run for it, dodging a massive Helghast tank en-route. Before too long (and guided by the shouts of our friends) we arrived at a new set of trenches, complete with a gun emplacement to cut down those Helghast stupid enough to give chase, their orange eyes betraying their position as they jogged through the gloom.

The second level we played was set in the city slums. This involved picking our way methodically through the corridors of ruined buildings, clearing staircases, providing cover and – where possible – picking off distant enemies with a sniper rifle before they had chance to cause trouble. The highlight of this mission is the large open courtyard. You emerge high on a balcony and soon attract the attentions of the troops below, who turn to face you when you open up with your rifle. Clear the first wave and a vast hovering gunship drifts into view and a second squad of troops abseil down to get you. The trick is to take out as many as possible before they hit the ground and run for cover. Stunning stuff and especially exciting when you look through the glare of the misty orange sniper-rifle scope.

The third level was set in an abandoned station, being a mission to blow open a pair of securely locked doors on the other side of a bridge. This level showed off the multi-route, multi-character differences in the game. Play through as Luger and you've got to brave the onslaught of a heavily dug-in enemy and get across the bridge to set the charge. Play through as Templar (the macho all-rounder), however, and you're given the job of sniping at the enemy in the building opposite, making it difficult for them to take pot shots at poor Luger as she scuttles across the bridge below.

This doubling of content lends the game replay value. You're not going to see all that the game has to offer if you plump for middle-of-the-roader Templar and plod through. Whether this is a tactic to make the most of the slightly scant 11 levels remains to be seen. And the notion of instantly replaying a level as a different character, rather than soldiering on to the next battle in the story, is rather odd.

That said there's so much great stuff and an overall sense of quality about this game that you really can't fail to be impressed. We want more. Lots more. Now. **Daniel Griffiths *Killzone* is currently trying to dodge *San Andreas* and is going for a late October release.**



UNITED STATIONS: The [illegible] network of the underground tracks make for a great level.

HEAVY METAL: A Helghast trooper [illegible]

LADY KILLERS: Luger's lightweight rifle has a single shot sniping ability too.

SHELL ON EARTH: As always, the bad guys get all the best guns.

ANOTHER DAY IN PARA-DIES

The future is a grim place. After colonising hundreds of planets, the human race and their ISA forces have become too strung out, giving power to a growing rebellion of brutal Helghast fighting for independence. You may have technology on your side, but they have sheer numbers and an iron will to succeed. The battle for *Killzone* plays out on the planet Vector, a world already ruined by the endless war.

CONCRETE GRUMBLE: Welcome to Vector – a lovely planet fashioned from concrete and mud.

"THEIR EYES BETRAYED THEIR POSITION AS THEY JOGGED THROUGH THE GLOOM"

FLASH DECISION: Opening fire is like [illegible] off a miniature (extra noisy) fireworks display.

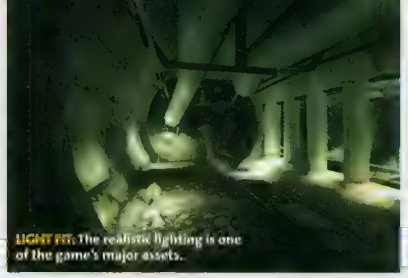
DIRTY DOZEN ONLINE

One of the game's major selling points is its extensive multi-player online options. You can play against three mates in a four-way split screen, or two players can play in a split against up to ten more AI-controlled bots. Most exciting however is the full-on 12-player online option with themed battles taking place on one of eight multiplayer maps.

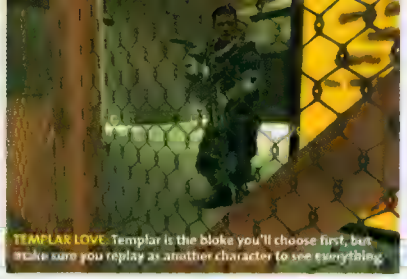
MONKEY TRENCH: Pinned down ISA troops contemplate going over the top (while you curl up and hide).

PSM RECKONS

There's never a shortage of FPS games, but *Killzone* is brave enough to do something different. We love it. It's just the sort of mature, 'proper' blokes sci-fi game that too many developers piss away with one too many laughable 'Shards of Time'-type plotlines or spacecraft that look like novelty inflatables. This is big, hard and clever. Lots more soon.



LIGHT FIT: The realistic lighting is one of the game's major assets.



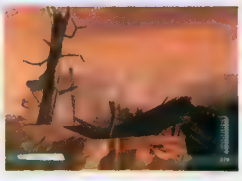
TEMPLAR LOVE: Templar is the bloke you'll choose first, but make sure you replay as another character to see everything.

FOUR VICTORY AND HONOUR

There are four playable characters in the game, each of which give their missions an amazingly different slant.

- Templar is the all-rounder; kind of like Private Hicks in Alien. Calm, collected and ready to use a range of light to heavy weapons. His missions tend to feature a good mix of action.
- Rico is the heavyweight. Armed with a massive assault cannon strapped to him, he can cut through a squad of approaching Helghast in a few seconds. He is, of course, very slow – a basic rule of all videogames.
- Luger is the lightweight. She's a stealth assassin who's best tactics involve close kills with a knife and long distance sniping. Choose Luger and every level suddenly becomes strangely quiet.
- Hakka is a Helghast spy who has joined the ISA. While sharing all-rounder skills with Templar, the AI of the enemies is tweaked to give him more of a stealthy silent kill capability.

"LOOK THROUGH THE MISTY ORANGE GLOW OF THE SNIPER-RIFLE SCOPE"



MACHINE FUN: This cowering Helghast is about to give up that gun emplacement and let you take a turn on it.

TEAM ME[illegible]: A rare moment where your teammates actually have the balls to go first.

A BAD CASE OF HEAD LIGHTS: Let's face it, strapping a couple of orange torches to your face isn't actually inconspicuous.

THE HOUSE OF GUN

There are 26 weapons in the game ranging from simple pea-shooter pistols right up to tank-busting rocket launchers. Then there are five different types of 'emplaced' machine guns and rocket launchers to find and make use off.

All have been lovingly designed, with unique damage, feel and reload animations. Loading up the rocket launcher actually involves a pair of hands slotting home the missile into the barrel of the gun before they lift it back up onto your shoulder with a thud.

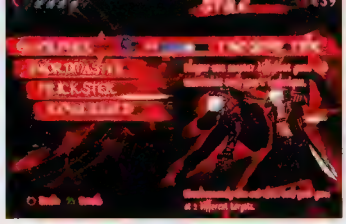
You can also only carry three weapons at a time, so you'll have to throw away your larger weapon to pick up another of a similar class. It's decision time...

The ISA (the good guy Earth troops) have the nicest, most stylish weapons, but much more fun are the vast, bulky, ugly, noisy Helghast guns that feel like they're going to rip your arm off and send you deaf.

WATCH IT ON THE DVD VIDEO

THE CLASS OF THE TITANS

The biggest gameplay addition lies in the complex level-up and class change system. If you're playing the game and using only your sword, leaving the shooters well and truly holstered, you'll naturally progress into a class that concentrates on swishy swordplay. Alternatively, lilly-livered cowards who defend a lot will become 'Royal Guards'.



Publisher: Capcom
Developer: Capcom ETA: October 2004

DEVIL MAY CRY 3

After the travesty that was Devil May Cry 2, series creator Shinji Mikami has taken the helm for a second time to save his demonic spawn from total destruction.

ANTICIPATED FEATURES

- Use the 'My Dante' feature to twiddle with your character's stats and move set according to your playing style.
- Battle against Dante's evil twin brother Virgil in an all new plot.
- Demon-slashing action in a modern day environment.

Refreshingly, the third game in the stellar *Devil May Cry* series is a *true* sequel rather than a fumbling re-hash. The shiny new graphics engine has been built from the ground up, and the fact that it's a prequel means that a whole new plot's on offer. As well as the dazzling new graphics, a major gameplay overhaul has been initiated – you can now tailor Dante to suit your playing style by selecting one of several character classes.

Firstly, the 'Gunslinger' class lets Dante fire in all directions with his shooters, then there's the 'Swordmaster' class that increases the effectiveness of his melee attacks and lets him chuck his sword around as a projectile. Further classes include 'Trickster' (Dante can scurry up walls and flip around enemies in a style similar to *Prince of Persia*) and 'Royal Guard', a class that concentrates on the defensive side of combat. The short level we played took place in the deserted streets of a demon-infested cityscape. Dante's trademark 'floaty gun move' and his dashing stab were all present and correct, but we also got to try out some new moves like the 'rain fall' (Dante leaps into the air and spirals downward, unleashing a hail of bullets). The new 'back camera' (as it's called by Capcom) keeps the action close to Dante, but there are still moments of restricted perspective to keep the cinematic feel that the series is famous for. The combat rating system has also been refined. There are now more variations, and your swording is rated as 'alright', 'crazy' and 'dope' among others.

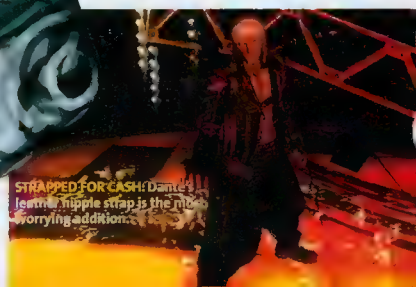
Primarily, the game exists to make you look cool. Whether you're surfing on the backs of felled enemies, twirling around and munching a pizza as you pop off foes or performing ballet-style special moves, Dante looks the absolute fladgers. This is the kind of game that makes people think you're some kind of genius games master, when in actual fact you're a bumbling button-bashing idiot. All in all, we're dazzled by Dante and his stylish, pirouetting gunplay. This won't be another tired sequel. **Andrew Kelly**
Devil May Cry 3 arrives sometime in October this year. Rock on.

"THE KIND OF GAME THAT MAKES PEOPLE THINK YOU'RE A GAMES MASTER"

GUN RUNNER: The new graphics engine looks bloody marvellous, don't it?

PSM RECKONS

It's going to be brilliant. No, really. We're absolutely convinced that this will put right *DMC2*'s wrongs. The new class system and vast range of new moves and weapons will keep it fresh, and the new engine clearly rules. The only thing that gets us is the even cockier Dante. He's dangerously close to becoming about as loveable as Largo Winch...



STRAPPED FOR CASH: Dante's leather nipple strap is the most worrying addition...

DEMON SEED: Enemies from the old games return, along with some new ones. Tasty.

SLICE AND DICE: Dante has a sword, as usual. And he kicks masses of demonic ass with it.

GUNFIRE AND BRIMSTONE

As in previous games, Dante can wield a pair of shooters to supplement his slicery. His trusty pistols, Ebony and Ivory, serve as the main weapons, but there are scores of other boomsticks at his disposal including SPAS shotguns, grenade launchers and machine guns. Combined with the 'Gunslinger' class, Dante should kick (or shoot) ass.

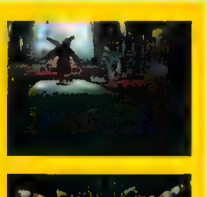
FLASH GORDON: The pyrotechnics on display are nothing short of breathtaking. Look at 'em!

COAT OF ARMS: Dante's costume has remained largely the same, but he's more of a 'yoof'.

BIGGER THAN THE MOON

The bosses in *Devil May Cry 3* are, in typical Capcom style, huge snarling buggers that dwarf Dante. Also in something of a tradition, the boss you can see in these shots is a three headed Cerberus – an enemy that has appeared in numerous action/horror games by the Capcom lads. We also reckon that some bosses will require you to be in a certain class, like 'Royal Guard' if you're up against an abnormally strong foe.

THE BIG FREEZE: This ice demon looks like something straight out of *Chimerica*.



Hands–On

BECAUSE WE PLAY EVERY GAME WE PREVIEW

STOP PRESS!

TimeSplitters: Future Perfect

Publisher: EA ■ Developer: Free Radical ■ ETA: November 2004

Free Radical are intensely busy this year. Not only do they have the frankly brilliant think-'em-up *Second Sight* on the way, but they're coding a sequel to one of our favourite ever games, *TimeSplitters*. But this is no *TimeSplitters 3* this is *TimeSplitters: Future Perfect*... This time around Doak and the gang have concentrated more on creating a coherent single-player mode, rather than simply re-hashing the *Splitters 2* objective system. This time there's time travel puzzles to content with, as your actions in one time period directly affect another. Throughout the levels, you often meet or see yourself in different time periods, and in some cases, you even get to fight alongside yourself, as your previous self carries out your previous actions and you get to back him up. Confusing, yes? Well it makes perfect sense when you play it, which we have.

In the level we played, this time-hopping worked extremely well and we helped our past self take out a helicopter from the carriages of two trains running alongside of each other. The game feels very '*Splitters*'. The slightly unreal (ie, so smooth it feels more like you're being pushed around in a wheelchair) movement remains and while the scenery is more detailed there's that familiar '*Splitters* robustness to the graphics and a cartoony edge to the characters (which regular readers will know that we hate...).

The ability to clamber up ladders, through hatches, throw switches and blow up some obviously destructible crates gives the game a little more interaction and life over the previously pristine and sterile environments. And the opportunity to fight helicopters is always welcome.

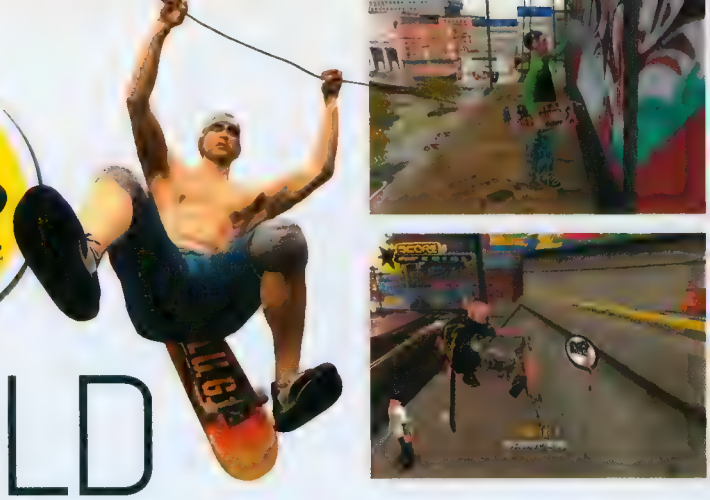
The Temporal Uplink from the previous two games has also undergone a massive overhaul, and you can now use it to pick up and hurl objects. This adds immeasurably to the gameplay as you can now use a level's 'furniture' to take down enemies and create makeshift cover – looks like a few tricks from levitate-'em-up *Second Sight* have been noted and put to good use here.

This will also be the first *Splitters* to go online – a feature that had to be dropped from *TS2* thanks to Sony not getting their finger out in time and giving Free Rad the network specs. Expect arenas based on the game's levels and a vast set of modes and options, garnished with the Free Rad boys' famous off-the-wall sense of humour.

You could argue that *Timesplitters: Future Perfect* (minus its online-isms) is just more of the same, but when the 'same' is one of the finest console games ever created, you can't really complain, can you? With over 30 weapons, new gameplay modes and hundreds of insane characters, *Future Perfect* will prove once again that Free Radical are unstoppable when it comes to lashing together first-person shooters.

TRAIN OF THOUGHT: Battling helicopters on a train with a bloody great machine gun. This is the kind of thing we like.

WATCH IT ON THE DVD VIDEO



Publisher: Activision
Developer: Neversoft ETA: November 2004

THUG 2: WORLD DESTRUCTION TOUR

Bam Margera steals the limelight in Tony Hawk's sixth – yes, sixth – outing, with a mixture of Jackass carnage, fluffy aliens, and a tasty hardcore surprise...

ANTICIPATED FEATURES
- Two games in one; a Story mode and Classic mode, with over 100 objectives.
- Ability to create your own tag, spray graffiti, slap stickers and throw objects at people.
- Six Classic levels including Canada from *THPS3* – with new objectives.

Graffiti, explosions, golf karts, spazzing out, Classic mode, Bam Margera and – sweet mary, mungo and midge – a *Matrix*-style Focus mode [draws breath]... there's just *sooo* much in *Tony Hawk's Underground 2* we don't know whether to applaud, or squirm like nostalgic curmudgeons. While the addictive, reflex-sizzling, combo-linking core gameplay remains, it has been layered with so much frothy pizzaz – endless whacky challenges, ker-raziness and *hilarious* fat men on skateboards – that the finished game might feel like visiting the Tate Gallery, but spending all your time in the childrens' area twisting party balloons into [parp!] willy shapes with Keith Chegwin.

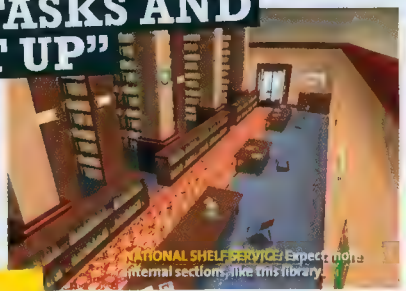
Still, developers Neversoft are a canny bunch and – playing us like a giant glockenspiel – have included a Classic mode, with two minute time limits and original challenges (collect SKATE letters, find the Secret Tape etc) like *THPS3*. In fact, *THUG 2: World Destruction Tour* is effectively two games in one, with a full-on story mode to complement the classic action. Joining up with Team Hawk, you travel the globe completing tasks and smashing shit up to out-whacky Team Bam (fronted by Jackass dude Bam Margera).

The big change is that you can recruit up to 20 new team members, including ex-US president Benjamin Franklin, or – saints above – *a pink alien*. Each team member has unique tricks and skills suited to specific tasks, and you can flip between characters mid-combo. The 'Destruction' bit refers to the huge amount of scenery deformation in the *huuuger* levels (three times the size of *THUG*). They're a bit like the infamous motorway collapse in the LA level of *THPS3*, but more frequent, and dramatically changing the architecture of the level, creating new lines, grinds and leaps.

With *Jet Set Radio*-style customisable graffiti, a unique vehicle per level, an enhanced Skate Park editor, revamped online play and the ability to Spazz Out post-slam, this is *THUG* taken to its MTV-amplified natural conclusion. Technically brilliant? Yes. Shamelessly entertaining? Certainly. Plain stupid? Most probably. **Daniel Dawkins**
The destruction tour begins in November. Make sure you've got your best Y-fronts ready.

NIP AND TUCK: The variety of tip tricks expands, and mobile ramps return.

"YOU TRAVEL THE GLOBE COMPLETING TASKS AND SMASHING SHIT UP"


NATIONAL SHELF SERVICE: Expect more internal sections, like this library.

PSM RECKONS

Office opinion varies from Dan G (confused) to Dan D (despairing). While everything that made the *Tony Hawk* series great remains – the punishing lines and the risk–reward combo dynamic – *THUG 2* seems to be pitched squarely at eleven-year-olds. We're praying it doesn't descend into a *BMX XXX* farce. Hardcore? Pshht. This is *cheesier* than *THUG*.

TALKING ALL THAT SPAZZ

Sick of blowing big combos? Furiously whack the Ⓐ button when you fall, and your character will perform a comic Spazz Out animation – like headbutting his board or snapping his deck. Spazz Outs let you salvage points from your previous combo, reducing the icy dread of watching two million points collapse in a crumpled heap.

LET'S SKATE AND DESTROY

Every level features a key objective where you've got to destroy scenery and alter the architecture of the level. For example, in Boston you need to grind the cannons to destroy a distant skyscraper, creating a multitude of new grind lines. The Story mode is as cutscene intensive as ever, and – we pray – less cheesy than *THUG*. Repeat: *pray*.

DESIGN YOUR OWN TAG

The customisation element has been refined, so you can create your own graffiti tag and spray it around the city – perfect for claiming your turf in online play. You can also slap stickers on key monuments and – this may work better online – throw tomatoes and other small objects at skaters and pedestrians. You can still run, climb and jump, natch.

AIR WE GO: Notice the revamped Special meter in the top left – fill it up to access the Slo Mo Focus.

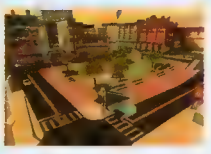
ALL ABOUT THE BENJAMINS: You'll also be able to play as Bam's chubby dad, Jackass' Phil Margera.

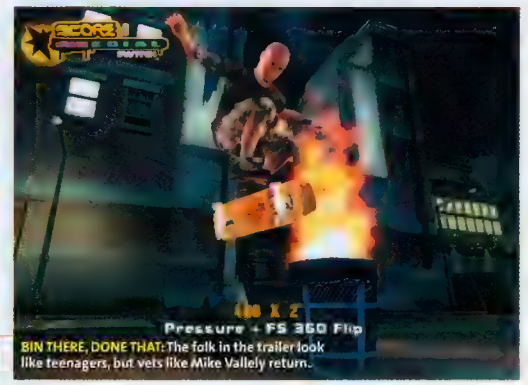
FRAME ACADEMY: The Boston construction site offers ample opportunity for grind combos.

SLO-MO FOCUS: EXPLAINED

Check the trailer on our cover DVD, and you'll notice the sexy new Slo-Mo Focus mode. Sweet, no? Build up your Special bar by landing tricks as usual, then hold the shoulder buttons (configuration to be decided) to start flipping in glorious *Matrix*-o-vision. Aside from seeing the board flip frame-by-frame – nice – you'll score extra points. Don't stop landing tricks, mind, or you'll fall out of the zone.

HYDRANT SEEK: New old-skool moves, like this Nutas Hydrant Spin, make an appearance.





BIN THERE, DONE THAT: The folk in the trailer look like teenagers, but vets like Mike Vallely return.

WATCH IT ON THE DVD VIDEO

GUNNING FOR GLORY: Not content with the assault rifle? Then jump into a tank for some mass destruction.

Publisher: Activision
Developer: Pandemic ETA: November 2004

MERCENARIES

Planes, choppers and **more land vehicles** than you can shake an assault rifle at. Welcome to the **ruthless world** of hired guns.

ANTICIPATED FEATURES
- Three playable characters with unique attributes
- A giant, fully destructible playground. If you can see it, you can blow it up.
- 20 fully operational vehicles that you can chose to pilot whenever you come across them.

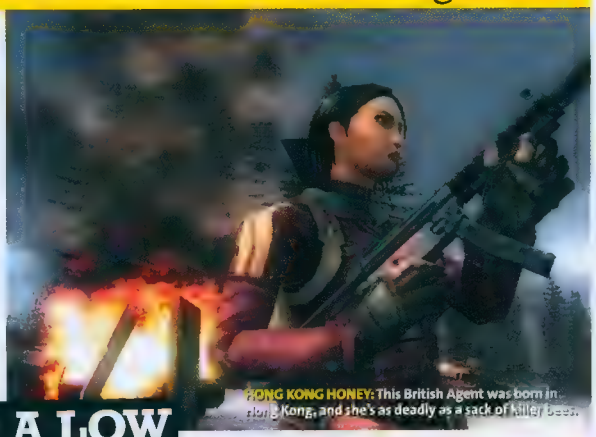
You may well remember PSM2 bringing you the exclusive news about Pandemic's *Mercenaries* back in issue 48. Back then we tred to explain how the unholy union of war game and *GTA* was actually a match made in heaven. Well, after getting to grips with it at E3, we can confirm that we were bang-on the money once again; it's everything we thought it would be.

So, why has a new, untested franchise got us gibbering like babies? Well for a start, you can hijack moving helicopters. Yeah, you read it correct, you can clamber aboard a low flying chopper, kick the pilot's sweaty ass and throw him to an untimely death, before guiding the copter over a gang of enemies and unleashing every single piece of ammunition into them. Sweet. And it's not only helicopters that you can 'jack', there are tanks, jeeps and even planes to get your hands on. Choosing to form allegiances with either the Russian Mafia, the UN or the Koreans will result in varying cash rewards, which can be used to purchase ammo, vehicles or air strikes – all of which are dropped off by a giant helicopter.

"CLAMBER ABOARD A LOW FLYING CHOPPER AND KICK THE PILOT'S ASS"

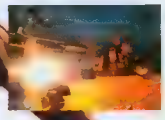
During this early preview code PSM2 can confirm that we didn't witness any slow-down in the frame rate, even when we took off in the jeep and blasted through the hordes of enemies that flood the screen. *Mercenaries* could possibly be the ultimate military-based action game on the PS2, and we can't wait for it to arrive. Nathan Irvine

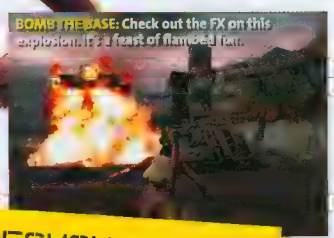
Expect to be killing for cash some time in November.



HONG KONG HONEY: This British Agent was born in Hong Kong, and she's as deadly as a sack of killer bees.

HOT FOOT: Blast the enemies on the run, and throw in some grenades for added carnage.





BOMB THE BASE: Check out the FX on this explosion. It's a feast of flambéed fun.

EXPLOSIVE TENDANCIES

"Stunningly realistic" will be the first two words that'll spring to mind when you see the explosive destruction featured in *Mercenaries*. First comes a flash of light, quickly followed by shards of scenery as walls buckle and become unhinged. Next comes a screen-bending shockwave and finally plumes of multi-layered dust and smoke. Awesome.

PSM2 RECKONS

The thrill of the open-ended gameplay mixed with the numerous weapons of mass destruction is a heady cocktail. If you love *GTA* and war then this is the game for you. It's rare that we play a game in which we genuinely believe that *anything could happen*. Fingers crossed that the over-stretched Pandemic team can keep it on schedule.

THE LEVELLERS

Ever fancied your hand as a freelance landscape developer? Or have you just got an insatiable appetite for destruction? Either way, *Mercenaries* provides you with enough heavy artillery to level a small country. Place your laser sight on to any structure you can see, call for an air strike, sit back and watch the finest explosions to ever grace your PS2 raize it to the ground. If it's on the screen you can blow it up.

FRIEND OR FOE?

While playing through *Mercenaries* you'll have to make decisions about which factions you want to co-operate with. So, if you decide that you want to help out the corrupt Russian Mafia then the UN forces will send troops to cap your ass at every given opportunity. So choose carefully.

MEET THE MERCS

Whichever one of the three characters you select at the start sticks with you throughout the game. You can play as the femme fatale British agent who can speak Chinese, the slick Swedish bloke who's fluent in Russian or the ex-marine-style American geezer who can converse in Korean when he's not roughing people up. Each character is also offered extra 'jobs', from field agents in either Russia, China or Korea – which are character specific.

AMERICA'S 10 MOST WANTED

HUNT DOWN THE WORLD'S MOST WANTED TERRORISTS, DRUG DEALERS, MILITIA LEADERS, GUN RUNNERS AND BANK ROBBERS

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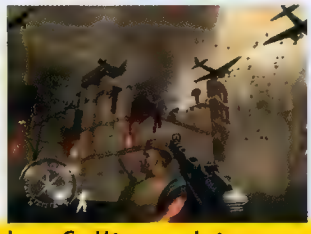
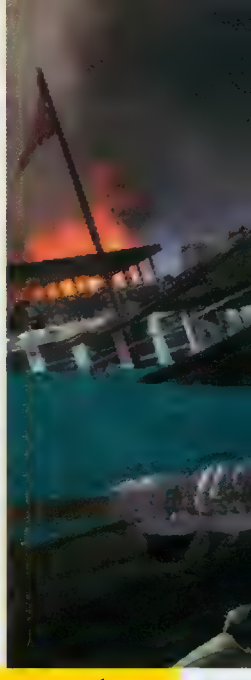



Publisher: Activision
Developer: Spark ETA: November 2004

CALL OF DUTY: FINEST HOUR

Follow me, comrade. We're going up the hill, between the falling chimneys, past the machine gun nest and into the jaws of death. Comrade? Where'd he go?...

ANTICIPATED FEATURES
- Play as Russians, British and American troops in World War Two.
- Fight on the Eastern, Western and Northern fronts.
- The American levels (on the Eastern front, in Belgium) are tank battles. Cool eh?

***Finest Hour* is probably the first-ever instance where we've been jolly excited indeed to be amongst an enormous group of men. This stripped-down-and-rebuilt version of the PC World War Two classic (it has a lot of similarities, but has been created anew for PS2, and it's utterly super-smooth as a result) is frankly the last word in epic, cinematic, shit-my-pants-that's-a-big-explosion war experience. It's as atmospheric as *Medal of Honor* and looks likely to beat it hands-frikkin'-down in gameplay. Think we're getting over-excited? Well read all this and think again, my friend.**

OK, imagine this. Swarms of infantry (both allied and Axis) are fighting their own battles around you, when artillery explodes and an impossibly-tall building – that you swore was just a hi-res backdrop – tumbles to the ground and becomes *actual scenery.* All this while brilliantly-clever AI team mates exhort you to follow them to your objective, even coming back to hurry you along should you foolishly stop to soak up the potentially-fatal sights.

The level we played, as part of a bunch of raw Russian recruits sent to recapture an oil refinery that had fallen into German hands, was *breathtakingly* atmospheric and was one of the most exciting things we saw at May's E3 show.

But it's not just the sheer amount of rampant set-piecery that impresses – every element of the game has been tooled to create a super-tense experience. Take your actual old-skool weaponry, for example – it's terrifyingly old-fashioned, agonisingly slow to shoot and reload. Each and every time you take a shot you lift the old bolt-action rifle to your cheek and peer down the barrel. It's so cumbersome (and realistic) that you know you've to make every shot count. Just holding down fire and camply waving the thing in the vague direction of enemies (as per every other FPS) just won't cut it.

Then, by comparison, when you finally get hold of a German machine gun dropped by one of your victims, you feel unstoppable. The best WW2 game yet? Hell yeah. **Daniel Griffiths *Call of Duty: Finest Hour* should be in our hands before the year's end.**

"BREATHTAKINGLY ATMOSPHERIC, THIS WAS ONE OF THE MOST EXCITING THINGS AT E3"

SOME VODKA, COMRADE? Finn Alon guides the glorious Russian army to rid Europe of the Nazi...

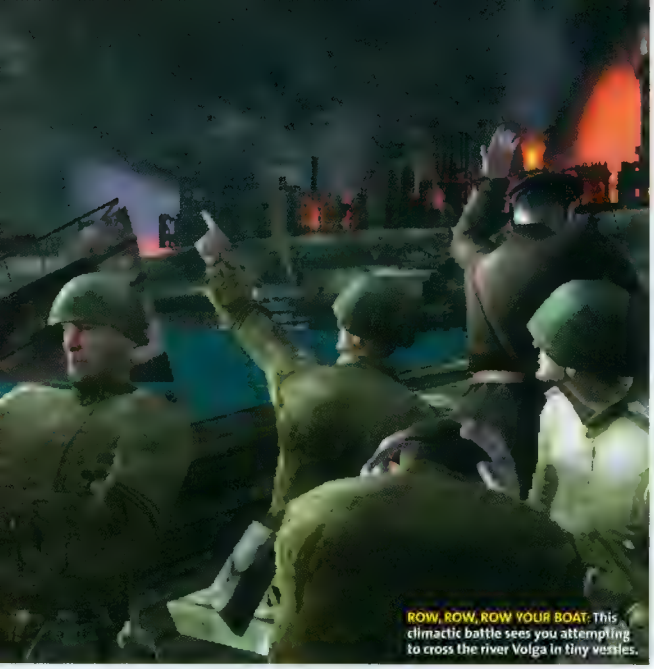
MEN-JAM-IN FRANKLIN

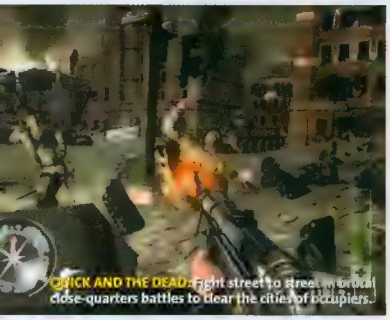
If we have one lingering thought of *Finest Hour* it's the sheer number of blokes on screen at once. How many can you see in this pic? One, two, three, four, five... We could go on. Best bit has to be after you've fought your way up the hill, you turn a corner and all your mates are there – about 50 of 'em! You then all leg it through for the next part of your assault. Charge!

HUMAN FLOOD: *Finest Hour* features more soldiers on screen at once than we thought possible.

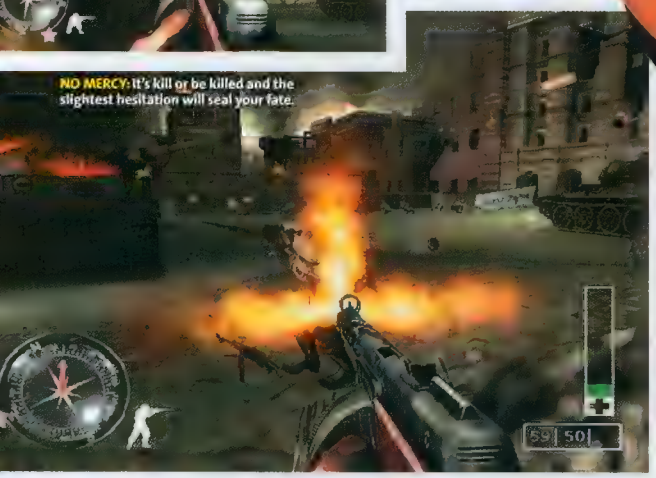
PSM RECKONS

This is stunning stuff. It makes you feel like you're a tiny part of something huge, such is the level of complexity and activity in the events going on around you. With environments from the frozen Russian front line to the desert battles of North Africa; this really has got the lot. We'll be delivering lots more just as soon as we can sneak it back over enemy lines.


ROW, ROW, ROW YOUR BOAT: This climactic battle sees you attempting to cross the river Volga in tiny vessles.

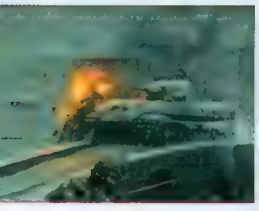

QUICK AND THE DEAD: Fight street to street in brutal close-quarters battles to clear the cities of occupiers.

SHELLSHOCK: Take cover from artillery and the resulting flesh-shredding storm of shrapnel.


NO MERCY: It's kill or be killed and the slightest hesitation will seal your fate.

MURDER SHE BOAT

Someone is clearly having a giraffe here. The game begins with the Russians crossing the Volga in rows of boats on their way to recapture Stalingrad. It's all very familiar – being essentially a better-looking rewrite of the first impressive level of *MOH: Frontline*. Co-incidence or something to do with *Call Of Duty* being the work of ex-*MOH* programmers?



DOWN THE BARREL: Take charge of a tank and make enemies flee before you like so many rats.

STOP PRESS!

SRS: Street Racing Syndicate

■ Publisher: EA ■ Developer: Free Radical ■ ETA: November

Street Racing Syndicate? Holy Mary mother of God, they should have called it Namco's Wonderful World of Bumfabulous Ladies: Featuring Lots of Ladies. You can't have failed to notice that Namco have tried to cunningly disguise their *NFS Underground*-inspired urban racer by adorning it with many delightful women. It's almost as if they're trying their hardest to hide the cars, leading us to momentarily believe that the game features blinged-up homies getting piggybacks from their ghetto-fabulous honeyz in illegal back-street beeyatch-races. Oh, if only.

Not that we don't like the lovelies, you understand, it's just that they threaten to overwhelm what the game is actually about – which is, er, racing cars. And while this obviously takes hundreds of cues from EA's aforementioned *NFS* title, it's shaping up to be a decent racer in its own right. Modding is of course a huge part of the game, and the Cruise mode, which sends your car off on an automatic jaunt through the city, allows you to rotate the camera and view your personalised beast to your heart's content. Handling's tight, there are currently over 50 vehicles to garner, and unlike *NFS* you'll get to race on some gorgeously sun-soaked tracks in various locations.

But back to the women. Betting plays a big part in the game, and getting the respect of the lay-dees allows you to enter more races. Hell, you can even *bet your own bird on a race* – not good for a long-term relationship, admittedly, but handy instant collateral nonetheless. Plus, there's unlockable footage of the real-life models that prettify the game. There. *Now* you're sold on it, eh? Come September you'll be able build the blingest motor in town with *SRS*.

TAKE IT TO THE STREETS: If you know your Skylines from your RX8's you'll be in hog heaven.

FOOT TO THE FLOOR: Don't get distracted by the pretty lights or you'll be pavement pizza.

"GETTING THE RESPECT OF THE LAY-DEES ALLOWS YOU TO ENTER MORE RACES"

Publisher: THQ
Developer: Pandemic ETA: Spring 2005

DESTROY ALL HUMANS!

Fling people about with your mind, hijack cows and generally play the entire human race for fleshy meatbag fools. Bwah!

ANTICIPATED FEATURES
- Hynotize, body-snatch, read minds and levitate hapless humans around the place.
- Abduct animals, humans and cars for your bizarre experiments.
- Toast and torture humans with a host of weapons including the Brain-Exploder...

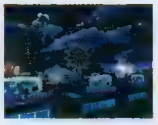
Playing very much like a twisted, sci-fi B-movie version of *The Sims*, *Destroy All Humans!* revolves around the exploits of Crypto, a boggle-eyed alien who has to harvest human DNA to save his race from extinction. The problem is though, this DNA has seeded itself into the brainstems of a handful of humans, and so Crypto must – wait for it – *destroy all humans*.

The main bulk of the game involves transforming into humans and trying to mimic their behaviour patterns to get past obstacles or just simply blend in with the city's other denizens and avoid a pasting from some shit-scared rednecks. By reading people's minds you can work out what dialogue options to choose when disguised as them. If you don't adopt the person you've invaded's personality traits, people who know them will sniff you out and a fire fight will ensue. The game also lets you hover around in a flying saucer, sucking up humans and cows for 'probing' later on. Basically, anything seen in Tim Burton's Mars Attacks!, you can do in *Destroy All Humans!* and the aim is for big laughs. The game also features mind control heavily, and like so many other games this year (*Psi Ops*, *TimeSplitters 3*, etc), you can hurl objects around with the power of your brain. *Destroy All Humans!* is looking good. It's certainly original, let's just hope it's not too 'zany'. Andrew Kelly

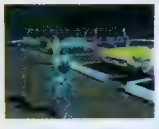
Kill All Humans! is from Pandemic (who're doing loads of games this year) and so won't be finished until 2005.

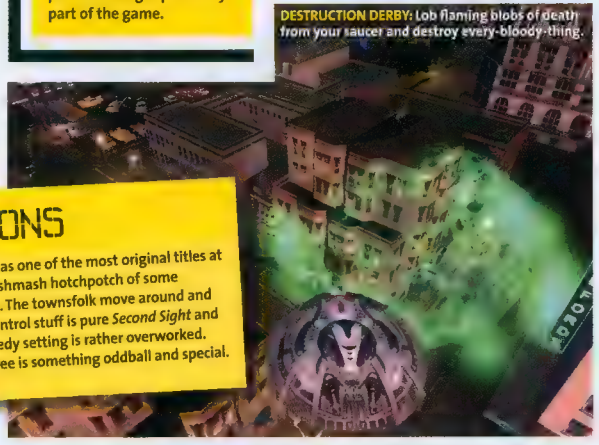
DA FURON RON RON...

The star of the show is Crypto the Furon, a thoroughly dislikeable alien with off-the-scale contempt for the human race. The Furons are so advanced that they gave up the messy business of reproduction altogether and instead clone themselves using DNA they collect from other races – without their consent. The ability to humiliate, torture and clone poor earthling saps is a key part of the game.



CONGRESSED TO KILL: Here's hoping you can completely destroy the Congress building.



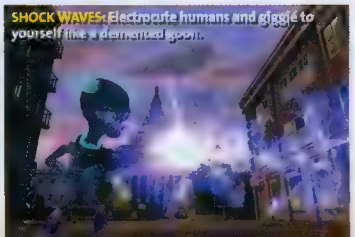


DESTRUCTION DERBY: Lob flaming blobs of death from your saucer and destroy every-bloody-thing.

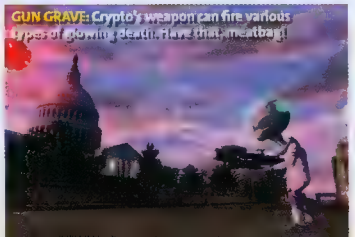
PSM RECKONS

This jammed in our brains as one of the most original titles at E3 – despite clearly being a mishmash hotchpotch of some established gaming standards. The townsfolk move around and talk like *The Sims*. The mind control stuff is pure *Second Sight* and *Psi Ops* and the '50s sci-fi comedy setting is rather overworked. Yet, the combination of all three is something oddball and special.

COW DO YOU DO: It's not all cities – you can mutilate cows in the countryside. Lovely.



SHOCK WAVES: Electrocute humans and giggle to yourself like a demented goon.



GUN GRAVE: Crypto's weapon can fire various types of glowing death. Have that, meatbag!

STOP PRESS!

SNOWBLIND

This futuristic squad-based shooter takes place in a dystopian landscape where rival factions battle it out on the charred streets for superiority. While this sounds fairly generic, the game's looking to be something very special indeed. Firstly, taking care of your team is essential. They'll react accordingly if you bugger off and leave them, and you'll soon realize that teamwork is essential to your survival. Your team of sixteen men flank you, take cover and organize advances within themselves, although you can issue commands if you want. A *Deus Ex*-style biomod system has also been implemented, which means you and your squad can increase in strength and effectiveness as the game goes on. As well as ground combat, you can take to the streets in a range of vehicles – some of which can even be used to charge through enemy lines and rescue captured comrades. With spectacular visuals that offer a unique depth of perspective and complex, innovative gameplay, *Snowblind* is looking extremely promising.

SNOW LIMITS: 'Snowblind' in the title refers to your tech-killing EMP pulse.

STOP PRESS!

GOLDENEYE: ROGUE AGENT

Rogue Agent lets you carry a weapon in each hand, each being fired via the shoulder buttons – a neat system in theory but, while trying to manipulate the analogue sticks too, you're in danger of dropping the pad. That said, the action is incredible – flaming barrels bounce around, destructible scenery topples and explodes, and the amount of things you can do – such as shoot grenades out of the air – is hugely impressive. Plus your 'Golden Eye' features night vision and thermal imaging abilities. Just the thing for tricking baddies into the level's deathtraps dotted around. Choice.

"ACTION, COMEDY, AND PLENTY OF ADVENTURE!"

WWW.ANIMEBOREDOM.CO.UK

FINAL FANTASY: UNLIMITED

PHASE 3 ARRIVES ON DVD 19TH JULY 2004

Rune Soldier Volume 1

RLR/RR1

12

Queen Emeraldas

RVRQE/RR1

PG

Slayers Great

RSL/RR4

12

Prétear: Volume 3

RPT/RR3

12

King of Bandit Jing: Volume 4

RBK/RR4

PG

CHECK OUT THESE OTHER HOT TITLES ALSO ARRIVING IN JULY!

HMV

ADV FILMS

www.advfilms.co.uk

Reader's Idea Special

Welcome to your ideas for GTA: San Andreas – ranked, rated and dissected by the brains of PSM2. They're so frankly deranged and frequently brilliant that we've had to guard them with our 'ass' to prevent them falling into rip-off developer's sweaty hands. Here's the deal...

grand theft auto San Andreas

PLUS! Spanking new facts from the most anticipated game in history.

If great minds think alike, then a *disturbing* number of intelligent people want to see someone launched through a car windscreen at 100mph. That's just one of many interesting/mental/innovative ideas we've received for *GTA: San Andreas* since we asked for your suggestions back in PSM2#48. As ever, we've received thousands of letters and mails, from <adopts voice of MC Hammer> London to the Bay, with ideas ranging from the banal (More guns), to the absurd (A skid pan area with a selection of double decker buses), to the, frankly, brilliant (Plugging a USB microphone into your PS2 and hosting a live online radio station).

We've splurged your mind porridge over the following pages, with ideas rated in terms of plausibility and general madness – some of which have already been incorporated into the game by the fine folk at Rockstar. We've even balanced the astute gossip with a healthy dressing of cold facts to keep you ahead of the game. Oh, and there's the chance to win an exclusive *GTA: San Andreas* T-shirt and prove yourself as Britain's number one *GTA* fan over on page 46.

Whaddyawaitingfor? It all kicks off over the page, and – to be quite honest – we're just typing words to fill the spac... ah, *poi-fect*.

Are you Britain's No. 1 GTA fan? Prove it!

Found every secret package in Vice City? Flown the dodo for three minutes in *GTA3*? Then head to page 46 now to test your superior knowledge in our official *GTA* quiz – and win a world exclusive *Grand Theft Auto: San Andreas* T-shirt plus the UK's first copy of the game.

Your FOUR best ideas: RATED

1) I'LL JUST BRAKE AN... NYARGH!
"It's a fact of life that some people don't wear seat belts", exclaims Alex Fitzroy ominously. "Sometimes having people fly through the windscreen from a frontal impact would be more realistic", he concludes, while – in our feverish minds – cackling like James Spader in Crash. Alex also expressed a preference for co-drivers who can perform drive-by shootings from the side windows. "Sun roofs would be good so you can stand up and shoot the tyres of chasing cars", adds Paul Skelly, possibly while driving through rush hour traffic on the M1 at 30 mph.

©KA-artists.com

Opinionated!

"50 Cent is crapola! I don't like the idea of it being set in the 90s. Should be back in the 80s!"

2) "The new *GTA* should be rap oriented and that's all I gotta say on that"
Liam Munro, via e-mail

3) "I like the sunny weather of Vice City compared to the dark and dreary conditions of Liberty City."

"I want a more Detroit/New York/LA atmosphere to the city (I hated the happiness in Vice City, it didn't seem right)."

2) THE URBAN JUNGLE
"I think animals and creatures roaming the streets would be good," suggests Owen Evans of Bedfordshire. "Or being able to buy them from pet shops and becoming attached to them, so that they would help you in battles," he blurts, flexing his falconry mitt like Hawk the Slayer. "You should go to a zoo, shoot tigers and run over peoples' pet dogs and cats," shouts Paul Skelly, struggling to make himself heard over the crowd of angry children and RSPCA inspectors banging at the front door.

Shrewd!

"There should be a two-player free-roaming mode, where you take part in massive riots, smashing people's heads in and stuff."

"You should have Caltrops (a collection of four spikes, often used in Bond movies) to puncture the tyres of pursuing cars."

"Fairgrounds where you can control the rides. Imagine trapping an enemy on a ferris wheel and stopping it at 200ft, to watch him fall out."

"Ten minutes of video recording. Plenty of camera angles and a slow motion function available in replays."

3) A CUT ABOVE

"You should be able to create your own character," suggests Phillip Davies, referencing every game ever made. "You could choose from a wide variety of hairstyles and colours," he adds, "Even celebrity styles, with the ability to change the head size and skin colours. For all readers who wanted to give their character a conical afro, or ironical *mullet* there's good news – Rockstar *are* including a hair cut option in the game. Still, don't cheer too loud – tanning salon and chiropody mini-games are *that* close to getting the green light.

Mental!

"Hopefully you guys will ask readers for suggestions and send them off to Rockstar. Not that I have any ideas myself. I'm shit at that sort of thing, y'see."

"You should be able to knock out a cop, then take him back to your hide-out and lop his ears off like Reservoir Dogs. Then you can strap some C4 to him and drop him off outside the police station. When he gets taken inside you can blow the whole frikl place sky high! MuHAAAAHAAAMUUUHAAAA. That'd be great."

"Peace up be-artch, wats up PSM2? You should be able to rob push bikes off kids and steal their backpacks. Or crash parties and get som huneez. I'd also like really shit cars like Reliant Robins, Rover Metro, Morris Minor and Saab 900.

"The game's an R18 for God's sake, so when you get in the car with a prostitute, you should be able to see her on top of him, or going down on him. Why not have one eyeing you up as you walk past, then you see your bloke put her against the wall and start banging her"

4) PIMP BIZKIT

Well, only one reader wanted this – and he was mad as ten brushes – but still. "You should be able to sport a Godfather outfit," spurts, er, some bloke whose email address we've lost, "and best of all... a red zoot suit! Hat included. Hookers will follow you when you wear this". Anonymous mental, we salute you. While phoning the police and changing the locks.

©KIA-artists.com

SA

You heard it here first

Shhh... here's the latest gossip about *GTA: San Andreas*, ranked and rated in order of plausibility. We were right about the setting and location, y'know...

50 Cent rumour on the money?

Not only is the lead character black, but Carl Johnson, or CJ, shares the same initials as the long-rumoured celebrity star of *GTA: San Andreas*, 50 Cent, aka Curtis Jackson. Is this co-incidence or clunking clue? We think the latter.

Likelihood:

G-Unit to star?

Well, the rap outfit are part of Eminem and 50 Cent's musical stable, and the feller in one of the screenshots (with the dudes in the car) looks suspiciously like Lloyd Banks from G-Unit. So...

Likelihood:

THE GTA: San Andreas Fact Shrine

Sick of rampant speculation? Want to know the latest stone cold *facts* about *San Andreas*? Then read on to discover what *you'll* be doing in Rockstar's most ambitious game ever come October 22nd 2004. Fact One: You *will* be sporting an afro on the streets of Las Venturas...

1 *GTA: San Andreas* is five times the size of *Vice City*, comprising of three towns: Los Santos (Los Angeles), San Fierro (San Francisco), Las Venturas (Las Vegas).

2 You play Carl Johnson (CJ), who left Los Santos for Liberty City after the tragic death of his brother Brian. At your mother's funeral you're reunited with your brother, Sweet, who previously blamed you for Brian's death. With your old gang (the Orange Grove Families) in disharmony, you must put the feud to one side and win back the streets. The guys riding in the car in the early screenshots are CJ, Sweet, Ryder and Smoke.

3 CJ can swim and clamber out of the window if – well, *when* – you drive his car into the sea. Swimming will play a small part in some missions, with breathing regulated by a stamina meter.

4 You need to eat to maintain your stamina, but eat badly and you'll get fat. Just like life. You'll need to visit the gym, or your character will be too fat/slow/breathless to complete certain missions. Your weight even affects the speed of your car. Pedestrians will even laugh at your porky physique, seriously dissing your street cred.

5 You can visit the barbers. Yes, *seriously*. Hairstyles includes 'fros (with combs poking out), beards, 'taches and slickbacks.

6 You can rob houses, planning the gig with meticulous skills. Hit a gaff sweet and you'll roll in loot, mess it up and you'll be gargling bullets. There's even a hierarchy of house-breaking, from pokey flats to palatial mansions.

7 You can take over – and lose control of – neighbourhoods, fight gang wars and make money from them. *GTA: San Andreas* lets you personalise the game world like a graffiti-tagged version of Risk. If you focus solely on the missions – and not controlling the streets – your character might start looking weathered.

8 You can drive between states and undertake renegade missions against hillbillies and inbreeds. You can even whack a quad bike over the hilly terrain which shows that Rockstar are borrowing from *Smuggler's Run*.

9 The oft-derided shooting sections – and targeting – have been overhauled to incorporate elements of Rockstar North's other big game, the grizzly *Manhunt*. Think rock-solid lock-on, headshots, twin-handed Uzi's and the ability to hide behind scenery and shoot around corners.

10 You can punch people while targeting. There'll be loads of new fist-fight moves, while auto-targeting will be hierarchical – always choosing the deadliest immediate threat. Compare that to *The Getaway* – where it would accidentally target a civilian twenty metres away rather than a nearby gangster – and breathe a sigh of relief.

GTA 3 and Vice City Pub Quiz

So you've become the 'Don' of Liberty and Vice City. But are you just a petty thug when it comes to the details? Take our quiz and prove your worth.

Three months! Three long months! That's how long we've got to wait until insignificant things like remembering to eat and sleep will be rendered obsolete. *GTA: San Andreas* is closer than Christmas. But for now let PSM2 take you on trip through Liberty and Vice City on a trivia-filled expedition that will [illegible] memories of *Grand Theft Auto's* crime-fuelled exquisiteness.

Round One

WHERE AM I?

Check the pics of famous locations around Vice City below. Can you match these numbered pics to the letters scattered around our Vice City map? Which goes with which, wiseguy?

Leaf Links Golf Club

[illegible]man Memorial

K. Rosenberg & Co.

Pole Position

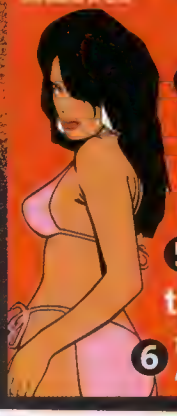
Sunshine Autos

Café Robina

Round Two

GTA TRIVIA

Interesting facts from the world of GTA



1. The [illegible] three drugs. What are they?
2. Which '80s computer provided the inspiration for the opening loading sequence in *Vice City*?
3. Phillip Michael Thomas, who provided the voice for Lance in *Vice City*, is also better known for which '80s TV character?
4. Which famous actor said "If I knew *GTA III* was going to be so violent, I never would have done the part. My kids will never be allowed near it"?
5. From which film was the music taken for Flashback FM?
6. There's a clothes shop that appears in GTA III, Vice City and also *Manhunt*. Name that shop?

Round Three

WHO AM I?

Time to get your movie head on. Match the famous real-life faces below to characters in *Grand Theft Auto 1* and *Grand Theft Auto: San Andreas*. Who do they [illegible] and in which game?

1. Ray Liotta
2. Burt Reynolds
3. Lee Majors
4. Kyle Maclachlan
5. Michael Rappaport
6. Joe Pantoliano

Round Four

WHO SAID THAT?

Were you paying attention to the *GTA* scripts? Who uttered these lines?

1. "You must be the big bad man me granddaddy been chattin' 'bout."
2. "But look at me now, my hair is ruined, I mean can you believe it, this one cost me $50."
3. "I got us some cannons in the trunk."
4. "Some Diablo is pimping his scuzzy bitches in my backyard. Go and take care of them for me"
5. "MY MONEY! Don't just stand there you pricks, chase that Haitian dickhead down!"
6. "Some of my most precious donkey memorabilia was in the trunk – real collectibles that are irreplaceable my friend."

Round Five

CARS

Match the letters to the names below. And in which game do they appear?

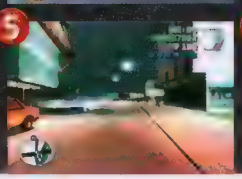
1. Banshee
2. BF Injection
3. Bobcat
4. Love Fist Limo
5. Cartel Cruiser
6. Romero's Hearse
7. Diablo Stallion
8. Mesa Grande
9. Yakuza Stinger
10. Sabre Turbo
11. Mafia Sentinel
12. Sandking

Round Six

DIRECTIONS

Starting from the screen shots on the right, follow the directions below to certain landmarks. We want to know where our wild-goose chases lead...

1. GTA3 – First left, first right, first right, first right, first right, first right, first right: What's the first building on your right?
2. GTA3 – First right, first left, first left, first left, first left, first right: What building can you see across the water?
3. GTA3 – First right, second left, first right, first left: What building is facing you?
4. Vice City – First left, first right, second left, first right, first left, first right: What's the second to last building on your right?
5. Vice City – First right, first left, first left, first left: What building faces you?
6. Vice City – Second left, first right, second left, seventh left: What's the building on your right?



BE THE ENVY OF EVERYONE IN THE WORLD... WELL, BARRING 49 OTHER PEOPLE...

Hey you. Can you answer everything? Then you're on track to win our limited edition *San Andreas* T-Shirt (Only 50 made). What? You want more? Well, how about the first UK copy of *GTA: San Andreas* as well? Just fill out the answers and send it to PSM2 Towers.

Send your entries to I'm Ready To Be Blessed! PSM2, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW

I'm a Made Man so send me my Free t-shirt

ROUND ONE: WHERE AM I?

1 .....
2 .....
3 .....
4 .....
5 .....
6 .....

ROUND TWO: GTA TRIVIA

1 .....
2 .....
3 .....
4 .....
5 .....
6 .....

ROUND THREE: WHO AM I?

1 .....
2 .....
3 .....
4 .....
5 .....
6 .....

ROUND FOUR: WHO SAID THAT?

1 .....
2 .....
3 .....
4 .....
5 .....
6 .....

ROUND FIVE: CARS

A .....
B .....
C .....
D .....
E .....
F .....
G .....
H .....
I .....
J .....
K .....
L .....

ROUND SIX: DIRECTIONS

1 .....
2 .....
3 .....
4 .....
5 .....
6 .....

TIE BREAKER: Where would you set the next *GTA* and why? (Maximum 20 words)

.....
.....
.....
.....
.....
.....
.....
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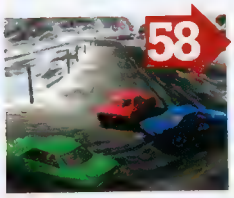
.....

"STANDARD ACTION FARE THAT REDUCES YOUR BRAIN TO A SIMPERING OMELETTE"
SAMURAI JACK PAGE 61

Revie

PLAYED TO DESTRUCTION BY PS2 EXPERTS



58

MASHED

One of the best multiplayer game ever made or simply a *Micro Machines* rip-off? We'll plump for the former, please, chief. Thanks.

64

HARRY POTTER 3

EA will probably kill us for calling it 'Harry Potter 3'. It's really called *Harry Potter and the Prisoner of Azkaban*. OK? Sorted?

68

SPLINTER CELL: PANDORA TOMORROW

Hanging around in bushes wearing a rubber suit has never been so much fun.

You want more?! Well, we've got reviews of Samurai Jack (66), GT-R 400 (61), Crimson Tears (73), Malice (73), UFC: Sudden Impact (74) PLUS loads more...

WELCOME...

DAN G

There was a time when the average film-licensed game was a heap of unmitigated nobski. Anyone remember *ET* on the Atari 2600? No? Well, take it from us, you'd have had more fun stabbing yourself in the arse with fistful of vinegar-coated forks.

Things are thankfully different nowadays, though (despite the odd piece of partial turdware like *Bad Boys II*) and no game in recent memory has stood up to its filmic legacy in such sterling fashion as *Spider-Man 2*. Joel loved it so much, he said, that directly after reviewing it he wanted to get down to his gay martial arts class to "bust some ass, Parker-style" as soon as possible. He even painted his pyjamas blue and red for the occasion. We've seen him 'bust ass' and it ain't pretty.

The point is, we're living in a time when technology is so powerful and developers so talented that games like *Spider-Man 2* should become the rule, not the exception. Make it so.

PSM2 GAME OF THE MONTH

MASSIVE REVIEW ► PAGE 52

SPIDER-MAN 2

Stunning superheroic sequel!

PLAYING PS2 LONGER, HARDER,

► DANIEL GRIFFITHS

EDITOR: We're not saying Dan has a big ass but a family of badgers recently moved in. Think that's a letter he's reading? It a piece of his special lavatory paper...
SPECIALIST IN: Driving
FAVE GAME THIS MONTH: *Spider-Man 2*

► DANIEL DAWKINS

DEPUTY EDITOR: Dan's been protecting your precious eyes with that PS2 for months now. It's all because Joel likes to work naked from the waist down.
SPECIALIST IN: Extreme Sports
FAVE GAME THIS MONTH: *Shellshock: Nam '67*

► JORIN SIEVERS

PRODUCTION EDITOR: A giant among men, New Zealander Jorin was delighted to land a part in the recent Lord of the Rings trilogy. He's one of the towers.
SPECIALIST IN: Strategy Action
FAVE GAME THIS MONTH: *Richard Burns Rally*

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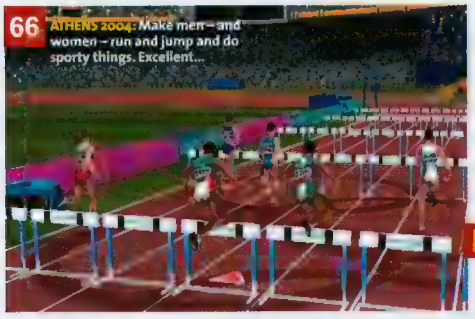


66 ATHENS 2004: Make men – and women – run and jump and do sporty things. Excellent...

62 SHREK 2: He's big, he's green, he's a comedy ogre man. No that doesn't rhyme, you're right. We had no idea.

60 RICHARD BURNS RALLY: The hardest game ever made. And then some.

NASTINESS! ► PAGE 76

SHELLSHOCK: NAM '67

The most reprehensible game ever made or a top-notch murderising sim? Find out here!

PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.
30-49	Some fun to be had and it might even look nice graphics-wise, but the gameplay and design are sure to be seriously flawed.
50-69	An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know you're luck is most definitely 'in'...

PSM2 BRONZE AWARD

Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD

Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD

Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH

The best game in the issue. If you're getting only one game this month, get this!

FASTER THIS ISSUE:

► NATHAN IRVINE

STAFF WRITER: That's no beard. Nathan slipped chin-first in some honey, then had a hair cut, and hasn't washed since. Proper man's body hair remains but a distant dream.
SPECIALIST IN: Sports, Action
FAVE GAME THIS MONTH: *Mashed*

► JES BICKHAM

WRITER: Recent summer weather has bought out the gardner is Jes. He spends hours of his weekends on his hands and knees trying to cultivate his special 'lady tree'.
SPECIALIST IN: RPGs
FAVE GAME THIS MONTH: *Splinter Cell: Pandora Tomorrow*

► ANDREW KELLY

STAFF WRITER: Coming from northern Scotland, Andrew is baffled by many southern traditions. "What is this thing you call... sunshine?" he wondered through blistered lips.
SPECIALIST IN: Adventure games
FAVE GAME THIS MONTH: *Gradius*

PSM2 REVIEW PROMISE

PSM2's review scores are the only ones you can trust. Here's why:

- PSM2 is 100% editorially independent. That means waffle-free, no-bullshit reviews that say what a game really plays like, good or bad.
- PSM2's reviews are written by PS2 experts – years of gaming experience working for the world's best games magazines means we know what we're talking about.
- PSM2 goes into the detail that real gamers want. Want to know how 60Hz mode affects a game or what the network lag is like? Read PSM2. Want to know what a game would be if it was a biscuit? Read another mag.
- We know that games cost over £30 – that's why PSM2 offers genuine buying advice. Look at our verdict box where we take apart games in terms of graphics, sound, gameplay and lifespan – our experts test the lot for you.
- We feature more screenshots than any other magazine and with PSM2 you see what a game really looks like, not shots of the CG intro or box artwork.
- PSM2's reviews are illustrated with secret characters, end level bosses, later levels and different modes – that's because we play harder and finish more games than any other magazine. Our screenshots are taken as we play.
- Games are fun – but it's no fun if you buy a stinker. That's why we mark hard but fair at PSM2. It means you can trust our marking. If you see a high score in PSM2, you're guaranteed a great game!
- PSM2 is written by gamers for gamers – and that means while we're first with the big budget blockbusters, we're also behind the smaller, but equally great, titles that real gamers love.

INFOSTRIP

DETAILS
Developer: Treyarch
Publisher: Activision
Players: 1
Memory Save: 192Kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...
"IT'S THE SORT OF GAME THAT YOU CAN BECOME SUBMERGED IN"
PSM2#50

GAMEFAX
Addictive
Superhero
Film Tie-in
GTA Copy

TRIVBURST
- Web slinging around a half-scale version of Noo Yawk
- Comic characters include Doc Ock, Mysterio, Shocker, Rhino and Black Cat
- More than twenty different acrobatic moves to buy

PUBTALK

The smart arse thing to say down the boozer.

"You might remember Alfred Molina as the 'throw-me-the-idol' bloke from Raiders Of The Lost Ark - where he gets covered in spiders."

TOP 5 CRAP SPIDEY-VILLAINS

- Fancy Dan
- The Fabulous Frog-Man
- Walrus Man
- Big Wheel
- Chicken Cow (no, really)

GAMEPIE

80% Swinging
10% Jumping
5% Wisecracking
4% Beating people up
1% Delivering pizzas

GAMEDIGIT

24,717

The amount – in gallons – of web fluid it took us to complete the main game, according to the official statistics. That's an awful lot of sticky white goo.

BOSHKINS!

SUCKER PUNCH: Yeah, this is unsporting. But who cares?

LOONY GOONS: Using the dodge allows hard counters.

PSM2 GAME OF THE MONTH

IN A TRENDY LONDON BAR...

WATCH IT ON THE DVD VIDEO

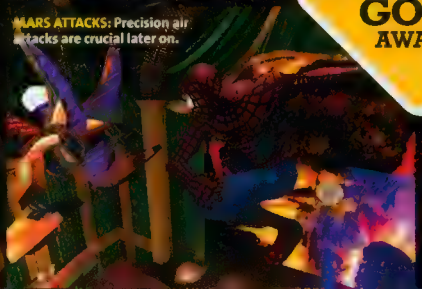
"THE COOLEST SUPERHERO FINALLY GETS GAME TO MATCH HIS ABILITIES"

SPIDER-MAN 2

He does whatever a spider can – and, fortunately, tons of other stuff too. Is he strong? Listen bud – he's got radioactive blood...

"Heeelp, Spider-Man!" Yes, it's another typical day for your friendly neighbourhood web-slinger. There's a little girl blubbing over a lost balloon, a mugger sprinting down Broadway, and J.J. wants the pictures for the front page in two minutes. Not missing a beat, the wall-crawler plummets off the Chrysler building, takes a couple of snaps on the way down, snags the balloon, lashes the perp to a lamp-post one-handed and lands next to the now-happy little girl. Then, with one proportionate-strength-of-a-spider bounce, he's gone. Now that's what we call a hero.

PSM2 GOLD AWARD



MARS ATTACKS: Precision air attacks are crucial later on.

In most games, there's a moment where you end up cursing the main character for their arse-witted clumsiness. Think Lara just refusing to tiptoe over *those* Louvre tripwires, Agent 47's inability to hop up a small ledge or Batman's failure to make jumps that *you* could tackle. *In real life*, in pretty much every game he's ever appeared in. In *Spider-Man 2*, though, there's none of that. New, improved Spider-Man can do *anything*, to the extent where you'll put the pad down after extended sessions wishing you *were* him, gauging angles and heights on lamp-posts and flag poles. It's all down to a deceptively complicated control system. For a start, Spidey can charge jumps – tap ⊗ and he does a little hop, but hold it down and he skyrockets into the air. Tap L1 and he fires a jet of web-fluid – tap it again and he fires another one, switching to that as soon as the button's released. Holding ◎ clings to walls, and L2 sprints. Initially, it's as easy as that, but the real joy's in finding the combinations possible. For instance, holding down L1 mid-web-transition makes Spidey dangle between two weblines – charge a jump here and he'll slingshot himself forwards. Hold L2 mid-swing, and he'll swing extra-fast – with enough momentum, it's possible to loop the loop. Hold L2 and ◎ as Spidey hits a wall, and he'll sprint along it in quick bursts – much faster than crawling.

Messing about like this quickly becomes an end in itself, as the city becomes a massive. ►

"NEW YORK CITY'S THE REAL STAR OF THE SHOW"

IN A SECRET UNDERGROUND LAIR...

THOSE ABOUT TO SHOCK: That flash is the Spidey sense alert.

SPINS A WEB, ANY SIZE...

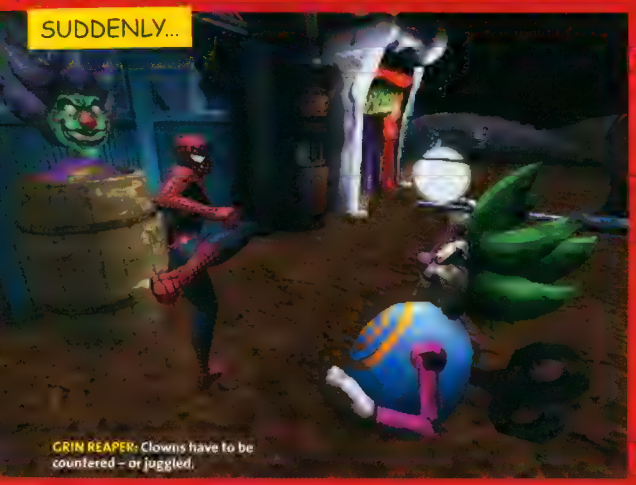
Unlike previous games, Spidey now has to have something solid above him to snag with his webbing. Rather than making the game tougher, it makes control more precise – hit the corner of a building, for instance, and he'll make a rapid 90 degree turn. There's an Easy Swinging option, but sod that – to get some real speed up on the straights, it's best to make huge, gravity-defying leaps between each swing. Just watch out for the Hudson – not too many web-holds out there...

SWING LOW: Holding R2 during a swing speeds it up, but loses height – not too useful near the ground, but great from a height.

VERT REYNOLDS: The wall-sprint's purely for showing off most of the time, but becomes essential during the hard race challenges.

THE WORST BIT!

SUDDENLY...



GRIN REAPER: Clowns have to be countered – or juggled.

► dangerous playground. Can you grab onto those flagpoles? Can you [illegible] through traffic? Low enough to scamper along the tops of cars before the next jump, pal. Surely that helicopter wouldn't be there if you couldn't...? Yep, it's possible to traverse the city dangling from a landing strut. Exploration's rewarded with Hero points – skyscrapers, criminal hideouts and secret areas come with tokens to be picked up. For rabid completists, there's even the challenge of nailing every buoy in the harbour – 130 of the bastards – despite Spidey's *Hawk*-style reaction when he lands in the glug. New York's flawlessly recreated in half-scale, from Times Square and Central Park [illegible] Island. Astonishingly, the only loading happens during boss battles and cutscenes – otherwise, it's [illegible] bout of web-slinging. Exploring's rewarded, too – for instance, what's the point in visiting the Big Apple and not climbing the Empire State? Sure enough, get to the top and there's one of the game's 100-odd Skyscraper Secret tokens, along with a Challenge marker. Stroll over these, and you're given a *Hawk*-style goal – usually a race, sometimes a trick challenge – like *THPS*'s, designed to show off good lines through the city. In this case it's a straight plummet down, a heart-rattling 1,086 feet of rushing air before a quick twang redirects Spidey through the course markers and [illegible] the view, buddy. As with *THPS*, your web-swinging

"YOU'LL PUT THE PAD DOWN AFTER EXTENDED SESSIONS WISHING YOU WERE SPIDER-MAN"

CATCHING PEOPLE LIKE FLIES...

Web domes? Pah. Web fists? Forget 'em. Spidey Mk 2 dispenses with such sticky white gimmickry in favour of wholesome, baddie-tangling fun. Impact webbing remains, but combat this time's all about precision directional perp-flinging. Tap ○, tug the analogue stick down and air-combo the badness right out of a mugger's chin. Ah, the sweet impact of justice.

ARACH YOUR BODY: You can simply gum criminals up and punch their teeth out.

VERTIGO-GO-GO: Alternatively, tap △ in the air to yank them to your height.

HANG 'EM HIGH: Dangling a set of purse-snatchers from a convenient lamp post.

HIGH ABOVE THE CITY...

HOW CAN I SEE? TWO-WAY LENSES, OR SOMETHING. I THINK...

CRAWL OR NOTHING: No drone in no loading – top stuff.

improves almost imperceptibly throughout the game, until you're effortlessly covering hundreds of yards with every swing, leaping tall buildings in a single bound – wrong hero, but you get the idea. Shops dotted about throughout the city offer the chance to enhance Spidey's swing speed and wall-running ability, as well as buying entirely new moves. It's not as acrobatically demanding as *Hawk* – most combos just require rapid-fire hammering on the ⊗ button – but combat moves prove a worthwhile investment.

Of course, it's not *all* harmless fun – great power, great responsibility and all that malarky.

the restaurant with two seconds to spare. Smooth moves, S-Man.

Eagle-eyed readers, of course, might have noticed that we haven't mentioned the main game yet. That's partly because it's mostly used to introduce the other stuff, and partly because it just isn't as much fun as idle crime-busting. Only one boss battle – the train scrap with Doc Octopus – uses the New York scenery to proper effect, with the others taking place in interiors. The punch-ups with Shocker are both great, proper building-spanning rucks that require all of Spidey's powers to evade or chase your quilt-faced nemesis. ►

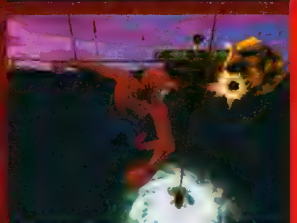
BETTER WATCH OUT...

For reasons we're not entirely sure of, various convenience stores and comic shops throughout the city can 'sell' Spidey new attributes. The basics are extra speed and distance on standard moves, but tricks like the Inverted Widow and Super Fly Spider Guy are pure eye candy. Other shop stuff can only be bought after certain points in the game – once the main plot's over, there's another 50,000 Hero points to go before you see everything the game has got to offer...

HEEL TO PAY: Air combos let you attack goons without others sneaking up behind.

MOSTLY ARMLESS: Tapping Ⓐ against armed adversaries tugs the gats from them.

NO JOKE: Some adversaries resist normal punching, and require elaborate tactics.



ARACH ATTACK: Spidey homes in on targets slightly in the air, avoiding trouble later.

VWOOSH!

CIVVY STREET: Peds react to you with the odd "Hey, Spidey!" Nice.

"THE JOY OF THE GAME'S IN JUST CRUISING - HANGING OUT AND DOING WHAT COMES NATURALLY"

Citizens in distress come in two types. First, there are the ones you actually have to *talk* to, triggering events like armed robberies, construction workers dangling from ledges or sudden ambushes. This is where precision spider-skills offer showboating opportunities – nothing quite beats the feeling of landing perfectly on a getaway car from a hundred-foot drop, or disarming a gang of thugs in less than three seconds.

Less complicated are road ragers, purse-snatchers, gang wars and little girls with lost balloons. You'll spot these while patrolling the city, and they're usually so easily resolved that it's possible to finish them without even breaking stride, grabbing a balloon on routine patrol or hurdling onto a speeding car's roof in one cheeky bound. This is when you feel most like Spider-Man, rushing for a date with MJ but *still* finding time to boot a fleeing mugger in the back of the head, return an old lady's handbag with a cheeky one-liner and make it to

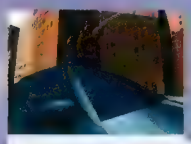
REMEMBER, KIDS - GETTING BITTEN BY A GENETICALLY MODIFIED ANIMAL DOESN'T ALWAYS RESULT IN SUPER POWERS.

EXTRAS! EXTRAS! EXTRAS!

Minigames and mini-skirts

- There are a couple of arcades in the city, hiding Spidey themed minigames. Sadly, they're all completely useless
- There's an unlockable Theatre mode, letting you look at Kirsten's misshapen CG mush as much as you like.

SPIDER SENSE... TELLING ME... TO STOP... MAKING JOKES... ABOUT STICKY... WHITE... FLUID...

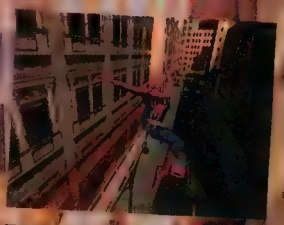


ROAD RAGE
Land on a crazed driver's hood and it's a simple matter of pounding their bonnet until the thought of skyrocketing AA premiums brings them to a halt. However, with bank robbers it's tougher – they'll shoot through the roof, so keen use of Spider Sense is crucial to dodge incoming fire.

HELP!

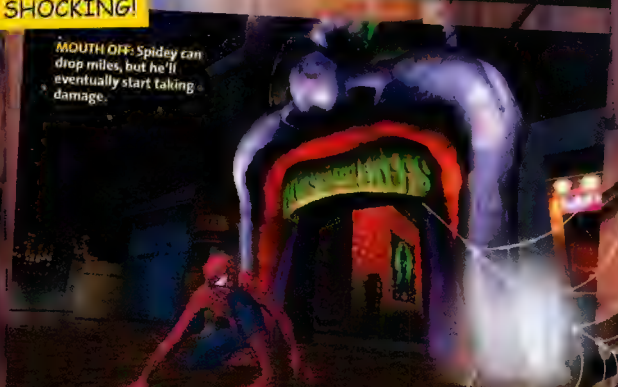
HELI 'N BACK
The first time you encounter a chopper, Aunt May's being whisked away by Doctor Octopus. You can give chase through the city, but react quickly enough and it's much easier to simply snag the landing gear and get dragged across the rooftops. Later, you can even do the double-snag – as shown here – but be ready to lose one line fast, or pop one of your shoulder sockets.

SPLASH DAMAGE
Like *Vice City*, certain areas are initially locked out. It's only when Mysterio takes over the Statue Of Liberty, for instance, that a network of UFOs provides a handy set of anchor points for twanging across to Liberty Island. Spidey isn't too good with water, making the 'sinking boat' missions some of the toughest in the game. You'll lose points for dropping panicking passengers in the glug.



SHOCKING!

MOUTH OF: Spidey can drop miles, but he'll eventually start taking damage.

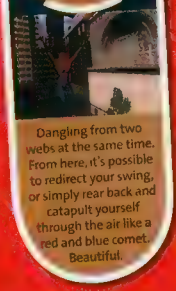


WHACKS WORK: Later enemies block or dodge impact webbing – air attacks are the only way to go.

"IT'S POSSIBLE TO TRAVERSE THE ENTIRE CITY DANGLING FROM A HELICOPTER'S LANDING STRUT"

The chase scenes with Black Cat are okay – nowhere near as challenging as previous games' pursuit sections, but not as frustrating, either. The Mysterio bits, though, are largely rubbish, forcing inch-perfect jumps and showing up a camera system that doesn't work so well when you need to see things directly overhead. Certain objectives in the game unlock new events for normal play – when you've fought Mysterio's alien gang, for instance, they'll occasionally pop up in street rampages. Slices of action lifted from the film sneak in between all the wisecracking, but we can't say too much about them for fear of spoiling the plot. Suffice to say, the fights with Doc Octopus are suitably climatic, the cutscenes don't really hold a candle to Sam Raimi's exuberant CGI and Kirsten Dunst's character model isn't anywhere near as sexy as it should be. Make no mistake – they might have roped the cast in to do the voice-acting honours (including two-hundred tips from Raimi mainstay Bruce Campbell) but New York city's the real star of the show.

THE MONEY SHOT



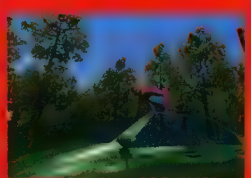
Dangling from two webs at the same time. From here, it's possible to redirect your swing, or simply rear back and catapult yourself through the air like a red and blue comet. Beautiful.

See, huge chunks of the main game involve picking up Hero points, and this is where the real fun comes in. Apart from races, citizens in distress and crims, there are stacks of ways to earn these. The obvious three are the Mary Jane and Photography missions – roughly equivalent to the races and SKATE challenges from *Tony Hawk's*. There's even pizza delivery – a point-to-point twang through the city where you can't afford to jostle the topping too much, accompanied by some brilliantly frantic music. To give you an idea of the extent of the challenge you're (potentially) facing, finishing the final battle with Doc Ock leaves the Percentage Complete tally at 49.74%. A comprehensive *GTA*-style stat avalanche includes figures like Pedestrians Jostled (273, since you ask), Spinning Pile Driver Revolutions (only 9) and Unconscious Enemies Hung From Light Poles (a whopping 42).

It's hard to fault *Spider-Man 2*. As a movie-to-game conversion it's peerless – no other cinema license mirrors the on-screen action so closely, or so well. As a game, it's best compared to *Vice City*. Not because it's another car/gun/do-anything-you-want clone – it isn't and you can't, because Spider-Man doesn't punch innocent people. No, it feels like *GTA: Vice City* because ultimately, the joy of the game's in simply cruising – not doing missions, not scouting for secrets, just hanging out, doing what comes naturally and enjoying your status as the city's biggest badass. After all, you're playing as a bloke who can run up the side of the Guggenheim, twang a carjacker into the river, rescue half a dozen people from a sinking yacht and still make it to Mary Jane's in time for canapes and snogging. What a hero. **Joel Snape**

■ *Spider-Man 2 is out to coincide with the hugely entertaining film, which releases on July 9th.*

KICK IT GOOD: The claustrophobic funhouse seems a bit out of place.

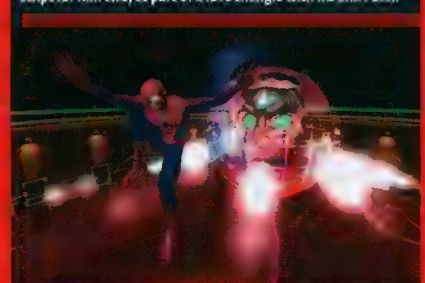


ROGUES GALLERY

Of course, it wouldn't be much of a game if you just fought Doctor Octopus six times. Series mainstay, Rhino, returns as little more than an introduction to the Spider Sense system, Mysterio gets several incredibly hard segments and Black Cat leads you on a merry dance through the skyline. The three fights with Doc Ock involve bemani-style timing with Spidey hurdling over swinging tentacles, gluing them to the floor with webbing and punching Alf Molina in the face. Hard.

MODS AND SHOCKER: Old upholstery-face has the most similar powers to Spidey, so he gets the best battles.

WHAT A FELINE: Ah, now Black Cat was originally set to be in the script for film two, as part of a love triangle with MJ and Peter.



MYSTERIO? GIRL: And Mysterio gets several bits, including the obligatory fun house level and a homage to the Clone Saga.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Flawless bungee-jump twanginess of the film. – The statue of Liberty bit's a pain in the arse.	+ Majestic skylines and heart-stopping drops. – Kirsten Dunst's in-game model looks like a troll.	+ Excellent ambience and brilliant pizza tune. – Lack of vocal samples makes things repetitive.

LIFESPAN

The game's over in eight hours, but you'll be plugging away at those challenges for months

MINUTES — YEARS

IT'S BETTER THAN...
SPIDER-MAN

IT'S WORSE THAN...
KISSING LOVELY KIRSTEN

Best movie license ever? Probably. Best superhero game ever? Definitely. Best *GTA* clone? Almost certainly. If you have any love for Spidey then you'll love this.

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INFOSTRIP

DETAILS
Developer: Supersonic
Publisher: Empire Interactive
Players: 1-4
Memory Save: 41kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"WHAT SETS THIS GAME APART IS THE PANT-WETTING FEELING OF COMPETITION"
PSM2#48

GAMEFAX
Driving | Multi-Tap | Addictive | Original

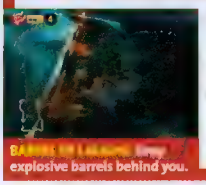
TRIVBURST
- Compete against three mates in multiplayer
- Call in airstrikes on your opponents while you wait for the next round.
- Nine weapons to knock out your opponent with.

ROUND TO RUIN: This stage reminds us of *Burnout 2*. It's also just as tough.

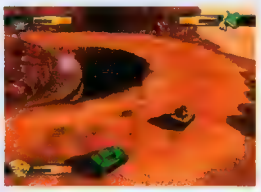
STRAIGHT UP YOUR ARSENAL

The weapons include side-mounted machine guns, explosive barrels, mortars, oil slicks, rocket launchers, mines... the grizzly list continues. The most ineffective though is the 'flash bang' that fills the screen with white light, causing you to veer off and lose control. Best of all are the airstrikes you can take aim with once you're car has been taken out of the race. Time for some revenge...

WEB SIGHT: Aim with the [illegible] and let rip with a hail of tyre-shredding gunfire. That's the way to win.


BARREL OF LAUGHS: Drop explosive barrels behind you.

MANIC MINER: Lay mines to deter your opposition.



"A DEMOLITION DERBY FOR THOSE WITH A DEATHWISH"

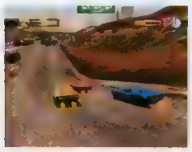
MASHED

Atop a buckled mound of twisted metal, the victor punches the air and whoops with delight.

SNOW JOKE: The slippery snow level is a right bugger.

SKID ROW: Multiple car pileups. Woo!

In this contemptuous age of perpetual re-packaging, an original game is about as rare as a right-way-up ketchup bottle. And when it comes to driving games, you might as well forget any notion of originality. It's a sorry state of affairs – if it's not *Burnout* or *Gran Turismo* then it's *Colin McRae*... but on occasions something arrives in the office that snatches our attention – something fresh and exciting that hasn't resorted to the formulaic re-hashing. Granted, *Mashed* uses the same basic formula as the ancient *Micro Machines*, but that was a long time ago. We're talking about the present here. And at this particular moment in time, there's nothing that offers a multiplay experience quite like this anywhere else on PS2.



"FORGET SINGLE-PLAYER. THIS IS UNQUESTIONABLY A MULTIPLAYER GAME"

The aforementioned *Micro Machines* existed on *every console ever*, and involved players battling in endless races to keep their car on the screen. This may sound like simple nonsense, but as *Micro Machines*, and now *Mashed*, have proven, it makes for frenetic and challenging gameplay. The tracks themselves are littered with obstacles, treacherous cliff edges and pickups that range from conventional weapons such as front-mounted machine guns, mortars and rocket launchers to the very Bond-esque oil slicks and mines.

Single-player mode is similar to *Burnout 2* in that each track is split into bronze, silver and gold runs. Naturally, gold is the hardest to achieve, and some sections even see you facing off against *teams* of computer-controlled opponents. And it's here that *Mashed*'s main problem lies; it's thoroughly unforgiving, you see. The leap in difficulty between one event and the next seems to be random, and there's no balance to speak of. So, one minute you're grinding your teeth and wretching like a docker because some fool keeps knocking you off the course, the next you're soaring through stages like a seasoned professional. *Mashed* frequently leaves you feeling

PUBTALK

The smart arse thing to say down the boozer.

"Legend has it that PSM2 scribe Nathan was set to come second in a UK *Mashed* multiplayer tournament and then got too drunk to continue racing. Loser."

TOP 5 POTATOES

- Boiled
- Sautéd
- Roasted
- Chipped
- Mashed

GAMEPIE

40% Horrible, crushing defeat
20% Shivering rage
20% Bile-spitting disgust
10% Giddy elation
10% Victorious howling

GAMEDIGIT

13 The number of tracks you can race on. These range from twisting forests, racing ovals, packed streets, Egyptian desert temples and oil rigs. Yes, oil rigs.

THE MON&Y SHOT

Nudging someone over the edge of a precipice and speeding off to victory. It's one of the most satisfying moments you can have in a game.

explode and take you along with it.

JUMP OFF: Soar across holes like this as a death-defying shortcut.

DANGER ZONE: Placing a slippery road next to a cliff – smart.

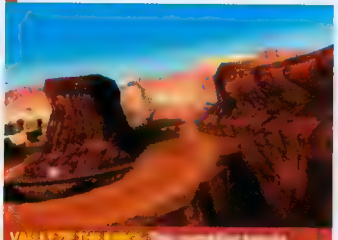
EXTRAS! EXTRAS! EXTRAS!

The spoils of victory

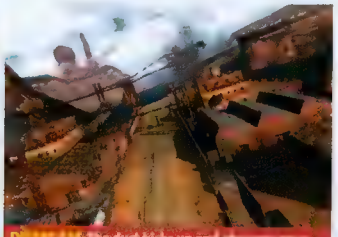
- Taking the time to achieve bronze, silver and gold trophies in every single player event will unlock further game modes for use in multiplay. But whether or not you'll have the patience to see it through depends on how resilient you are to start-and-stop gameplay.

CIRCUIT BREAKERS

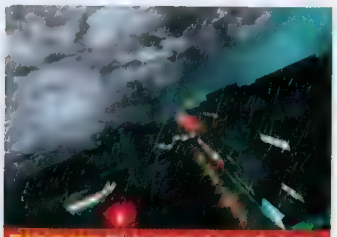
Themed courses are the order of the day in *Mashed*. There's a snowy ridge, a rain-soaked island outcrop and a dusty desert temple among others, and each presents it's own particular brand of obstacles. Falling rubble, slippy roads... your run is fraught with danger.



VARIETY: This track makes for a race fraught with tumbling dangers.



DUSTY AIR: The dust kicks up and obscures your view in this desert-themed track.



TIGHT 'N' FAST: This level not only looks the best – it's also one of the most fun to skid around.

unfairly beaten and at the mercy of an AI that seems incapable of error. For this reason alone the single player mode is probably the game's weakest point.

But forget about single-player. *Mashed* is unquestionably a multiplayer game. It also shuns the depressingly linear structure of other racing games and opens up a twisted new world of creative mischief. For instance, why not leave a trail of mines around a sharp, narrow bend? Or purposefully veer off in front of an opponent to send him hurtling off the edge of a precipice? Whatever your adrenaline-fuelled mind can produce to deter the aggressor, within reason, you can implement. With four people, *Mashed* is the ultimate knockabout – the frenzied tussling for

MAKE A BARRIER: Block your foes with the barriers to make them veer off course. Nasty tactics ahoy.

"MASHED IS THE ULTIMATE POST-PUB KNOCKABOUT"

first place appeals to that base urge that makes us want to win, no matter how many days are wasted and relationships are shattered as a consequence.

As you doggedly try to keep ahead of your mates, even the smallest mistake can result in humiliating failure; the worst of which has to be getting jammed behind obstacles while the rest of the pack speeds off into the distance. It's strange but it's the more complex tracks – that try to do something 'clever' or 'different' that work the least well here. A basic oval with a narrow bit here and a instant death drop there is all that you need. We quickly found orselves selecting favourites then playing them over and over again. It's a bit of a shame they felt the need to over-complicate such a basic and base gameplay joy.

Fantastic multiplayer aside, *Mashed* has one glaring gameplay flaw that, frankly, gets our backs up. And it's this: When you're ahead of the group, you can't see *anything* in front of you. The camera arches to such an angle that you have to utilize some kind of precognitive foresight to guess just where the *hell* you're going. To remedy this you could memorize the courses – but even so you feel unfairly handicapped. Is it an attempt to give your opponents a chance? Whatever it is, it brings down fairness level across the game.

But overall, we're definitely fans of *Mashed*. The graphics are sporadically impressive, the gameplay is suitably functional and it's an absolute joy with some mates. If you're looking for a single player experience, stay well back; the game is wasted without a trio of pad-clutching berks jeering behind you. **Andrew Kelly**

■ *Get Mashed with your mates – it's out now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Excellent scope for multiplayer madness. – Some dodgy AI sours the single-player experience.	+ Nice weather effects and detailed tracks. – The vehicles look like shoe boxes.	+ Some nice trackside ambience. – Confoundingly irritating redneck voice samples.

LIFESPAN

The multiplay madness should keep wheelnuts occupied for months. Beyond that, it's a bit of a one-trick pony.

MINUTES ... YEARS

IT'S BETTER THAN...
MICRO MACHINES

IT'S WORSE THAN...
BURNOUT 2

Pin-sharp gameplay and vibrant graphics make for a truly rewarding multiplayer experience. Only the weak single-player mode really lets *Mashed* down.

79

INFOSTRIP

DETAILS
Developer: SCi
Publisher: SCi
Players: 1-4
Memory Save: 422Kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Of course, the fact that he had to retire in the thirteenth and fourteenth races of the 2003 season is no slight upon Burns' skill behind the wheel"

GAMEPIE
40% Eyelid-ripping frustration
20% Finely-tuned racing
30% Crashing into stinking ditches
10% Fun

GAMEFAX
Hard
Realistic
Rally
Steering Wheel

TRIVBURST
- Ultra-realistic and bastard-bloody-hard rallying.
- Caters for four-player gaming, but – get this – you have to *take turns*.
- Stupidly-hard challenges set by Burns himself

LINGING: After a lifetime of practice you get 'quite good' at *Richard Burns Rally*.

YOU CALL THAT MULTIPLAYER?

Although rallying is a solitary pursuit, *Richard Burns Rally* includes multiplayer support for four players – but you have to *take turns*! Fine for pipe-smoking gents who have time on their hands, but it's not exactly knockabout fun for the rest of us...

RICHARD TURNS RALLY: The multiplayer game is really rather tedious in reality. Some kind of split-screen fun is *essential*.

TIN PAN RALLY: Your car gets pleasingly knackered as you play.

H friendly bystanders will help out.

"TIME TO GET SOME MUD UNDER YOUR FINGERNAILS"

RICHARD BURNS RALLY

Positive proof that famous rally drivers really are cold, inhuman computer-people.

If you play games to have fun, then you might want to think twice about shelling out forty notes for *Richard Burns Rally*. It's possibly the grimmest, most relentlessly cheerless game we've played in a good long while, and there's not a gun, eviscerated innocent bystander or gore-dripping hell spawn in sight. Not bad going for a game about cars, eh?

It's all because this is the hardest, most punishing game we've played in, ooh, *ages*. Sure, rallying is all about grappling with physics and mother nature, wrestling a four-wheeled, powered, steel box around in a pleasingly physical manner, but despite the rugged power sliding thrill of it all it's also a precise science. And it's never been more precise than in *Richard Burns Rally*. In fact, it couldn't be more precise if it asked you to draw the ceiling of the Sistine Chapel on a grain of rice with a diamond-tipped stylus.

You can't fudge your way through this. You *have* to listen to your navigator's pace notes and take notice of them. Take a corner at the wrong speed and you'll be in a ditch or wrapped around a tree. Touch the steering while you're in the air and you'll go tits-up when you hit the ground. And, of course, knack your car too much and it's curtains for any race-winning dreams, such is the (admittedly impressive) damage model.

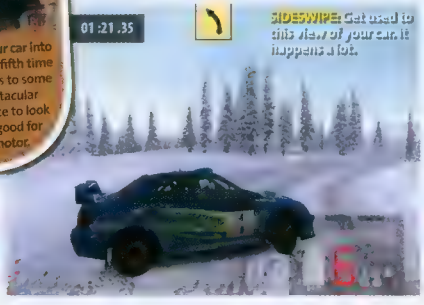
Basically, it's *hard*. So hard that even putting in a mediocre performance requires hours of practice and focused concentration. But the flipside of *Richard Burns Rally*'s brain-mashing difficulty curve is that it can be a quite masterful game – if you're a serious petrol-head, then the time and effort it takes to be even partway good at this makes for an involving simulation. And even the maddening tutorials – which you *have* to complete before you head to the single player game – go some way to shaving down the razor-sharp difficulty level. But even so, the forced-learning and punishment you endure at Mr Burns' place makes a day at Colin McRae's feel like you've just done Alton Towers with Jim Carey.

And therein lies the rub. Unless you're really, *really* into rally games, *Richard Burns Rally* is simply too unfriendly to be any fun, no matter whether you're a casual gamer or you found every hidden package in *Vice City*. It can be an impressive game, sure, but without the visual class or inviting demeanour of *Colin McRae* it'll remain a niche choice in the games market. **Jes Bickham**

■ Richard Burns Rally *gets all muddy from July 9.*

THE MONEY SHOT

Smacking your car into a tree for the fifth time running leads to some quite spectacular damage. Nice to look at, not so good for the ol' motor.



PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Incredibly subtle and terrifyingly deep. – Just too damn hard for the majority of gamers.	+ Nice landscapes whizz by at a good speed. – Damage aside, the cars are nothing special.	+ Useful pace notes from your co-driver. – The maddening drone of a car engine.

LIFESPAN
There's lots of races here and it'll take you a lifetime or three to master the fine nuances of the murderous control system.
MINUTES

IT'S BETTER THAN...
RALLY FUSION

IT'S WORSE THAN...
COLIN MCRAE 04

Put in the time and immense effort required and you'll find a rewardingly deep sim. But it's punishingly hard and sometimes forgets about fun altogether.

66

INFOSTRIP

DETAILS

Developer: Kuju
Publisher: Midas
Players: 1-2
Memory Save: 142kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Budget | Racing | Steering Wheel | Easy

"CHEAP AND CHEERFUL REV-HEAD THRILLS"

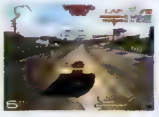
GRAND TOUR RACING GT-R 400

Too cheap to afford a proper racing game? Then this should suit you nicely. Cheapskate...

You know, from a distance, *GTR* doesn't look *that* bad. For a budget title, the graphics are disarmingly good. But thanks to its budget status, the content doesn't quite match up to its graphical prowess. There's the usual quick race and time trial modes, along with a championship mode that's essentially just a bunch of dismal races tacked together in tandem.

The handling isn't up to much either; although it initially feels solid and forgiving, the profanity begins to flow as you cock up yet another race thanks to the twitchy, unresponsive steering and frankly useless handbrake system. Tapping ◎, you'd expect to slide around corners, but your car refuses and jolts sharply from side to side, often resulting in you shuddering to a halt in some godforsaken trackside ditch.

And yet those all-important, at-a-glace graphics are highly competent. The sun glints on the tarmac, the courses are littered with extraneous detail and the cars themselves are solid, if lacking in the texture department.



Fans of Grand Tour Racing will notice that real GT cars have been licensed and splattered with genuine livery and sponsor details. You even get to race against Grand Tour champion... *Martin Short?!* Christ on a bun! Surely not! Anyway, fans will have a rollicking good time chucking cars around, providing they've never played another PS2 driving game... See, the game's budget status and *Turismo*-lite structure will repel serious gamers – who'll be buying *Prologue* instead. **Daniel Griffiths**

■ *GT-R 400 is out now for the tidy sum of £14.99.*

PSM2 VERDICT

GTR is ideal for misers who refuse to fork out forty squid for a game. For the rest of us, it's an average racer. Need budget action? Track down a cheapo *Prologue*.

53

INFOSTRIP

DETAILS

Developer: Amuze
Publisher: Sega
Players: 1
Memory Save: 313kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Action | TV tie-in | Robots | Easy

"KIMONO-WEARING TIME TRAVELLER FIGHTS EVIL"

SAMURAI JACK THE SHADOW OF AKU

Oh look, another samurai game. How unoriginal. But is Jack chop socky, or just flop shitty?

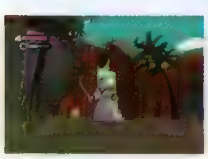
There's been an alarming rise in the number of samurai games appearing on PS2 recently, so when *Samurai Jack* landed on our collective lap we were pretty much all sworded-out. But in the interests of journalistic integrity, on we plugged. Thankfully, we discovered that it does have *some* laudable points, but for the most part it's standard action fare that reduces your brain to a simpering omelette.

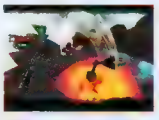
For those who don't know already (ie. those with *jobs*), *Samurai Jack* is a cartoon that airs every afternoon on Cartoon Network based around the exploits of the titular Jack. As you'd expect from a tie-in, the game's a third-person action/adventure that involves lots of twirly combat topped with smatterings of leapy platforming stuff.

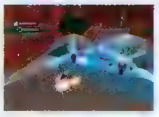
The combat system is probably the game's finest aspect. It doesn't have any depth and it's simpler than Emma from Big Brother, but there's a certain joy that comes along with swishing around the levels with carefree abandon. It feels solid, it looks relatively nice and there's the ability to enter a slow motion 'focus' mode. The levels themselves match the style of the show; in other words, they look pretty darn lovely; it's in 3D, but it still manages to look like a cartoon without reverting to full-on cel-shading. There's a touch of slowdown, though, which ultimately brings the whole ambling, witless package down.

The simple, uncomplicated gameplay and interesting visuals make *Jack* a competent, if problematic, jaunt through familiar environments to the tune of something like *I-Ninja*. If you like cartoony platformers, get *Jak & Daxter*, but if you're a fan of the show, this shouldn't disappoint. Well, not *much*, anyway. Much of the charm has been lost in the translation to polygons, but the cartoon's essence remains intact, and Jack's as honourable as ever. **Andrew Kelly**

■ Square-jawed Jack is shadow boxing now.







PSM2 VERDICT

The inherently cynical will label this as 'crap', but we reckon it's quirky action that will appeal to fans of the cartoon and sticky-fingered toddlers alike.

59

INFOSTRIP

DETAILS
Developer: Luxoflux
Publisher: Activision
Players: 1-4
Memory Save: 214kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer.
"In Yiddish, 'Shrek' means 'monster' – from the German for 'terror' or 'fright'."

GAMEPIE
30% Foul-smelling ogres.
30% Surprisingly good graphics.
20% Cats in boots.
20% Throwing rotten apples.

GAMEFAX
Platformer
Funny
Film tie-in
For kiddies

TRIVBURST
- Control ten different characters including Shrek, Fiona and Donkey.
- Combine skills to solve puzzles and pass obstacles.
- Special powers such as the ability to slow down time.

JUST THE TWO OF US: Some puzzles require you to work closely with your team mates. A nice touch.

"HE'S THE LEAN, MEAN, FAT, SEDUCING THRILLING MACHINE"

SHREK 2

Obese. Trumpets for ears. But chicks dig him.

With the exception of this month's *Spider-Man 2* and *Lord Of The Rings*, movie games have rarely fared well on PS2. You could include the likes of *Enter The Matrix* and *The Thing* in that list, but they were 'pretty good' at best. This could be due to the fact that when developers create a game based around a universe that already *exists*, filmic or otherwise, they're constantly restricted by the licensee tugging at their coat-tails and whinging. Or it could simply mean that they can't make good games. But whatever the case, the licensed game is historically a symbol of hatred among gamers. Next up for a tongue lashing? *Shrek 2* – a game that's... actually, it's surprisingly *good*. Partly thanks to the fact that Shrek (and buddies) are good characters but mainly thanks to developers Luxoflux (of True Crime) can make a cracking looking game.

Those graphics are the first thing that grabs you. The sheer volume of visual components and aesthetically bombastic presentation suggest that a lot of effort has gone into realizing the fairytale world of the movies – something that passes most movie games by. The opening level takes place in Shrek's swamp, and it's *littered* with detail – leaves float down from the canopy above and butterflies twirl around the characters.

Next comes the gameplay. Let's not pretend that *Shrek 2* was ever going to be a contender to the likes of *Jak 2*, but it's a sturdy, effortlessly playable example of refreshing simplicity. The ability to switch between your team of four is an excellent addition, and the range of skills presented by the different characters is suitably varied. Shrek is, typically, the brawler of the team. He can lift heavy items and throw enemies. Donkey's smaller, but he has a killer kick and can jump higher than Shrek. Fiona, inspired by the 'Matrix' scene in the first Shrek film, can slow down time and perform acrobatic attacks. These three characters are always in your team, but each level presents a different fourth member including Puss In Boots, Little Red Riding Hood and The Gingerbread Man – all a joy to control.

THE MONEY SHOT

The Far Far Away level is a massive free-roaming mission-'em-up in the style of *THUG* or *Vice City*. It's probably the best part.

COVERED WAGON: Wreck the city and you'll face off against the guards.

Shrek 2 is definitely worth a look. Kids will love it, and adults will enjoy the many references to pop culture. The gameplay mechanics are impressively implemented, it looks lovely and it sounds suitably official. It's too simple to be an essential buy, but if you have a sprog to silence or just love the movies then get this in. **Andrew Kelly**

■ **The jolly green ogre's game is out now.**

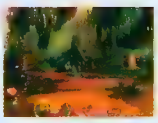
MORE BANG FOR YOUR BUCK

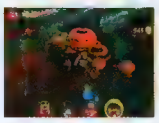
There are loads of minigames in *Shrek 2*, some of which occur during the single-player levels. You can also unlock a score of bonus challenges, multiplayer games and other related fun. There are even some Bemani-inspired sections to get your foot tapping.

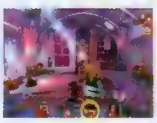
CHEST RAIDER: Smash the chests and collect as many gold pieces as you can with little red riding hood's basket. It's fun. Really.

LEAP OF FAITH: Jump from platform to platform with Puss in Boots. A lot harder than it sounds. No, really – it's rock.

HOWL DO YOU DO: Take the wolf, clad in riding hood granny-tricking outfit, and cross this collapsing floor. It's great. Dammit.







PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Solid, bouncy action-orientated fun. – Ultimately suffers due to its inherent simplicity.	+ Massive, lush, detail-filled environments. – Some levels are a bit claustrophobic.	+ Excellent sound-a-like voice acting and music. – Our ears find it hard to complain, really.

LIFESPAN
Over ten levels filled with multiple objectives, so completing everything should eat up eight hours of adult time at least.
MINUTES

IT'S BETTER THAN...
THE HAUNTED MANSION
IT'S WORSE THAN...
LORD OF THE RINGS: ROTK

One of PS2's most accomplished film tie-ins. *Shrek 2* is full of likeable characters, genuinely funny moments and hours harmless of youthful fun.

78

THIS IS FOOTBALL. 2005.
Take 'em all on. You and three mates can team up online and give your rivals a footballing lesson. Whether it's two-footed challenges on the lads who beat you at sunday league, or a textbook set piece against a bunch of smug foreigners, this is real football in the real world. Studs'll fly.
fun, anyone?
PlayStation.2
PlayStation.2
PlayStation Net

INFOSTRIP

DETAILS
Developer: EA
Publisher: EA
Players: 1-4
Memory Save: 63KB
Widescreen: No
50-60Hz: No
Surround Sound: No

TOP 5 MAGIC COUPLES
- Paul Daniels and Debbie McGee
- Siegfried and Roy
- Penn and Teller
- David Blaine and Camera Trickery
- David Copperfield and his pompousness

GAMEFAX
Action/Adventure | Film tie-in | Sequel | Eye-Toy

TRIVBURST
- Play as Harry Potter and his friends Hermione Granger and Ron Weasley.
- EyeToy compatibility lets you play party games.
- Full vocal talents from all the film's actors.

SHHH... DID YOU HEAR SOMETHING?: Unlike previous Potter games you can play as Ron and Hermione too.

HAR-EYE SPOTTER

A great new addition to the series is the EyeToy compatible After School mode, where you can play various Potter-related subgames. Highlights include Squash The Chocolate Frogs, Troll Punching and a game that involves grabbing the snitch from Quidditch. The challenges are fun, but they're as tiring as being chased through a boggy marsh by a group of sweaty goblins.

SUPERMAN: Nathan adopted his best Superman stance, but totally forgot about clearing the screen of goblins.

STRIKE-A-POSE: The sorting hat decides your house.

THE PIT O' DEATH: Catching the Snitch is sweaty work.

"THREE'S BETTER THAN ONE WITH THE HOGWARTS DREAM TEAM"

HARRY POTTER AND THE PRISONER OF AZKABAN

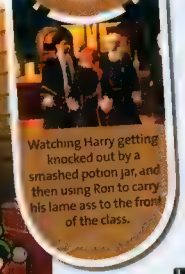
Potter-ites rejoice! The four-eyed spell master returns, a little older and wiser.

Action heroes. What's happened to them? Remember the chisel-jawed cowboy strolling into town, filling the deranged sheriff with lead, before throwing a lady over his shoulder to spend a well-earned night in a burlesque house? Or the slick, infallible swashbuckler, dicing his way through burly pirates with impeccable grace... before... erm... lifting a busty wench over his shoulder and heading below decks for a spot of slap and tickle? Yes, all the real men have disappeared. These days we have to make do with a toffee-nosed, NHS-glasses-wearing, prepubescent wizard-child. Oh, how times have changed.

LIGHTHOUSE FAMILY: Twisting the light deflector will will open the exit gate.

BIG BOTHER: Characters will help each other to move large objects.

THE MONEY SHOT



Watching Harry getting knocked out by a smashed potion jar, and then using Ron to carry his lame ass to the front of the class.

Nevertheless, Harry Potter and his chums have won the hearts of millions, and EA are resolute to deliver a game that does the series justice. *The Prisoner of Azkaban* is the third game (of the third book/film) and the is bigger and more varied than ever. Now you can not only play as Harry, but also as Hermione or Ron. Each character has distinctive attributes, like the ability to climb, jump and... erm... that's it. Pressing ◎ cycles through the choices, and you use the unique abilities of each character to solve the in-game puzzles that make up a majority of the action.

For example there'll be a hazardous gap that needs to be leapt across to progress, and you'll have to use Harry as – bizarrely – he's the only one that can jump. There's a huge element of teamwork required during many puzzling predicaments, such as an early section, where the three conjurers come across an enormous object blocking a tunnel exit. Trying to move it on your own by pressing ⊗ causes the character to whinge about it being too heavy to shift alone – giving you a (ahem) 'subtle' hint that you'll need some assistance. No worries, just tap the L1 button and your friends will scamper over to help heave the object. As with

DOT.COM

www.harrypotter.ea.com
All of the PS2 *Harry Potter* games are held within this site. Check it out for hidden secrets and trivia for the *Prisoner of Azkaban*

GAMEDIGIT

42

The combined age of the three mega-rich, scarily youthful actors that play Harry, Hermione and Ron.

GAMEPIE

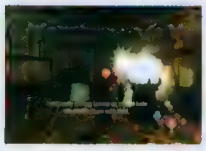
40% Staring at the loading screen
20% Using a biro as a wand to get you in the mood
20% Wishing Ron was mute
20% Zapping objects books with magic

EXTRAS! EXTRAS! EXTRAS!

Minigame fun-fax

- There are a number of minigames littered around the levels which include Dueling Club, Flying Owls and Broomstick racing.

DUCK FOOL: Using the Shining spell will scare monsters out of harms way.



PRETTY FLY FOR A WHITE OWL: One of the games has you piloting a [illegible]

GHOST TRAIN: Harry passes out on this section, so Ron has to drag him.

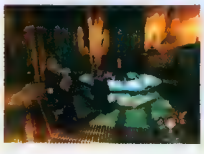
Harry's two previous platformy PS2 outings (*The Philosophers Stone* and *The Chamber of Secrets*), you can assign spells to the △ and ○ buttons. But there's more of a strategic purpose this time around, especially when you encounter bosses like the big cauldron monster. Here you're forced to use the character who picked up the specificc spell you needto quell this fire-spewing behemoth. You don't have to worry about your buddies during combat either, because decent AI means they'll run for cover and attack as much as possible. Throughout the game there are plenty of fairies, trolls and other Potterish ghouls to shake your magic stick at, and switching between characters to achieve a better attacking position around enemies adds a tactical element to the battles.

DUEL MASTER RS: This robat likes rocketed to fry your ass.

"A FAIR ATTEMPT BY EA'S FRANCHISE MERCHANTS"

Unfortunately the god-awful loading times that plagued the previous game are back. In fact you could read a chapter from one of the Harry's books before the next level is loaded.

On a positive note, the movement of characters generates a feeling of complete control – every radial movement of the left analogue stick results in one of the wizards responding with precision. But why they've removed the unique tiptoe animation is beyond me, instead you now just shuffle along like the zombies in Shaun of the Dead. The customary 'bad camera angle' is still lingering around. It's especially frustrating when you couple this with the R1 lock-on system, which is unpredictable during combat. Imagine the aggravation caused as you're constantly zapped into a giant pumpkin encasement just because the camera and the R1 button would rather you squared-up to the non-lethal bookcase.

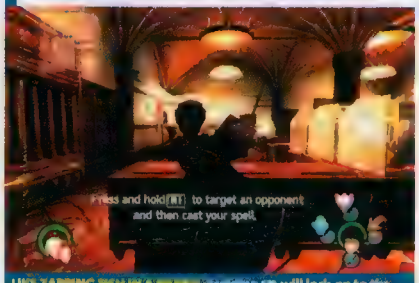


MAGICAL MISSIONS

Although *The Prisoner of Azkaban* follows the plot of the new film, there are plenty of sub-games littered around the place. A nice slice of diversity is the 'Duelling' section that takes place in one of Hogwart's many halls. Two teams of three face off and attempt to wand-whack the shiznit out of each other using the spells they've collected. Sweet.

PUMKIN HELL: Use your defense spell or you'll end up being temporarily immobilised by the giant fruit head.

HIDE AND SHRIEK: Hiding behind the scenery to avoid being attacked is a time-honoured tactic and not to be ashamed of.



LIKE ZAPPING FISH IN A BARREL: Holding R1 will lock-on to the enemy so that you can unleash magical fury upon them.

The Prisoner Of Azkaban is an enjoyable film-to-game experience for Potter fans and is the most accomplished and varied 'Pott-former' yet. Although the difficulty never rises higher than 'kiddie', the indulgent storyline coupled with the mindless zapping of possessed objects is fun. We'd love to recommend this to everyone (you can get sick of endless stealth/murder games after all) but realistically this will only suit child fans of the movie or giant man-babies who can't handle proper games and want to expand their worrying Harry Potter merchandise collection. **Nathan Irvine**

■ *The Prisoner of Azkaban is spellbinding children and the weak-willed in stores right now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Plenty to exterminate and loads of interaction. – You're guided around like a hapless toddler.	+ Solid likeness for the film's characters. – Shoddy camera won't always follow the action.	+ Real actor voices, and a nice orchestral score. – Repetitive script lines become annoying.

LIFESPAN

Potter fans will enjoy this game immensely and will have days of fun, everyone else will only get a few hours out of it.

MINUTES

IT'S BETTER THAN...
CHAMBER OF SECRETS

IT'S WORSE THAN...
RETURN OF THE KING

A fun, multi-themed package giving good value to Potterites. Quite enjoyable in parts, but it's not going to be casting a spell over the resolute PS2 gamer.

76

INFOSTRIP

DETAILS
Developer: Eurocom
Publisher: Sony
Players: 1-4
Memory Save: 124kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"EVEN OUTSIDERS WILL APPRECIATE ITS BACK-TO-BASICS APPROACH" PSM2#50

GAMEFAX
Sports · Official · Multi-tap · Dance Mat

TRIVBURST
- Seven Olympic stadiums
- More than 25 events to take part in.
- Seven game modes, including multiplayer
- Character motion captured from real athletes

THE MONEY SHOT
Just winning an event – *any* event – will have you whirling with joy. And at the expense of a broken thumb, you get your very own virtual gold medal.
9.03
THORAMURDLE: While you bash away, you have to remember to jump as well. Argh.

"THE ESSENCE LIES NOT IN THE VICTORY, BUT IN THE STRUGGLE"

ATHENS 2004

Tap, tap, tap... this is what gaming has become; a discordant fracas of sore thumbs and shattered spirits.

According to historic records, the first Olympic Games can be traced back to 776 BC. They were dedicated to the Olympian Gods and were staged on the ancient plains of Olympia, famous for its magnificent temples dedicated to the gods Zeus and Hera. Nowadays, it's less about appeasing the Gods and more about churning out soulless, tacky merchandise to co-incide. This year, the responsibility for the production of the inevitable tie-in videogame has landed squarely on the shoulders of Eurocom, the guys behind the much lauded *Nightfire*, and the much less lauded *Sphinx*.

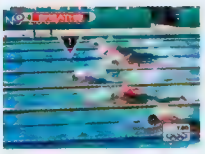
The main problem with *Athens* is that it's functional rather than thrilling. The whole experience feels irreparably mechanical – even down to the pointy-limbed, samey atheletes and vacuous stadiums littered with inanimate cardboard spectators. It doesn't capture the clamorous essence of the games, which is arguably an important factor in a game based around the world's largest sporting event; the audience sounds more like a pair of palm trees swaying in the wind than a full-blown block of psyched-up fans. The laborious procedure of button mashing doesn't help, either. Some events attempt to spice up the tapping with other functions (squeezing R1 to breathe during swimming events, for example), but in the end it tests neither brain nor reactions enough to hold your interest for longer than a few minutes.

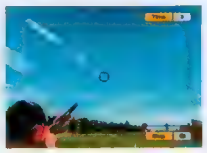
The main Championship mode, wherein you choose a series of stages based upon your chosen discipline (swimming, acrobatics, etc), makes up the bulk of the game. A welcome feature lets you cobble together disciplines into one big custom event, and there's a swathe of practise modes to hone your skills. But with the tiresome button-mashing the event format means little if you can't be arsed playing it in the first place.

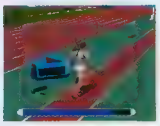
As you'd expect, there's a multiplayer mode to supplement the lonesome single player. Four people can compete in a battle of thumbs in most events, the best of which has to be sprinting. Whoever tires, fails. Simple as that. It's actually quite tense at times, but otherwise it's the same insipid pad thrashing present in single player event. A quirky feature lets you attach a dance mat and engage in some events tailored specifically. It's a nice touch, and it's the only spark of originality amongst the pulsating, unimaginative mass that is the main game. Sports afficionados might find something to love here, but otherwise it's a played out, hackneyed *Track & Field* revival. **Andrew Kelly**

■ *Strive for gold with* Athens 2004 *– out now.*

WEIGHT OF THE WORLD: Watch in awe as a tubby digital man pops a vein.

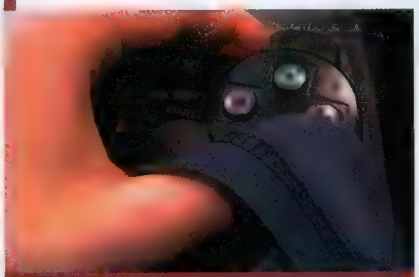






CHEAT TO WIN

Those weak in the thumb department need not worry – *Athens* can be enjoyed using these sneaky methods of cheatery. Firstly, slide your thumb across the buttons with the bottom of your t-shirt. Secondly, use a quick-fire pad, and thirdly, use a pen to stroke each button. Still finding it difficult? Give up and play a proper game.


TALKING SHIRT: The bottom of a t-shirt should get around the problem of sweaty, slippy thumbs and poor grip. Bonus!

RAPID FIRE: If you're a proper low-life cheat, simply flick on auto fire and sit back as your racer wins by miles.

PEN AND FELLA: An old favourite from the days of *International Track And Field* – just thrash away with a pen. Really simple.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ As far as button bashing goes, it's spot on. – Overall, it's a beast that deserves a thrashing.	+ All the events are adequately depicted. – Lacks the gloss expected from an official license.	+ Er... the menu music isn't too bad. – There's a worrying lack of atmosphere.

LIFESPAN
Scores of events, all of which require a certain amount of skill. Well, more tenacity than skill, but it'll keep fans busy for ages.
MINUTES

IT'S BETTER THAN...
DYING

IT'S WORSE THAN...
TRACK AND FIELD

We're disappointed. The lack of refinement and involvement is inexcusable. Mashing your fingers to pulp as a substitute for gameplay just doesn't cut it any more.

5.1

PlayStation.2
SOCOM II
16+
PlayStation Net
Prepare to do battle with the rest of Britain in SOCOM II.
Get your team together and join forces online. Work as a unit to
survive. And remember: either we all go home, or nobody goes home.
fun,
anyone?
PlayStation 2

INFOSTRIP

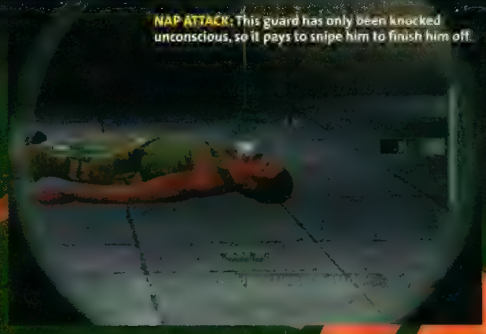
DETAILS
Developer: Ubisoft
Publisher: Ubisoft
Players: 1
Memory Save: 90Kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"IT'S CLEVERER THAN EINSTEIN AFTER A MIND-MELD WITH STEPHEN HAWKING"
PSM2#49

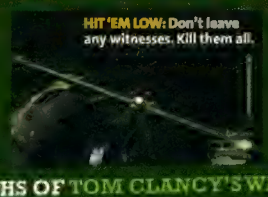
GAMEFAX
Action
Sequel
War
Hard

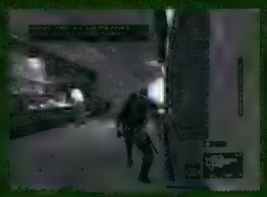
TRIVBURST
■ Complete missions the way that you want too. Each pathway will feature new challenges and special st gadgets to get your hands on. Thus adding more replay value

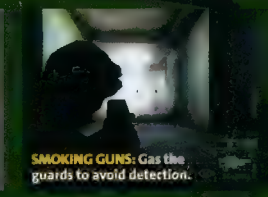
THE SUNGLANCE KID: The amount of work done to the sky and scenery is extremely impressive.


NAP ATTACK: This guard has only been knocked unconscious, so it pays to snipe him to finish him off.

HANG-SOME MAN: The ol' overhead shimmying is still in place.


HIT 'EM LOW: Don't leave any witnesses. Kill them all.




SMOKING GUNS: Gas the guards to avoid detection.

"FROM THE DEPTHS OF TOM CLANCY'S WARPED MIND"

SPLINTER CELL: PANDORA TOMORROW

A giant game of hide and seek, but packed with more gadgets than 007's handbag.

The barked command of "You're off the leash. Do what you have to do," from Sam Fisher's boss are the finest ten words you'll hear while playing *Pandora Tomorrow*. Why? Because those ten words mean no more sneaking through the shadows or shimmying down drainpipes to avoid detection. It's lock and load time, and your trigger finger has an unbearable itch. The sheer force of pent up frustration will explode from your body like a detonated claymore. But moments of gung-ho freedom are few and far between in *Pandora Tomorrow* so you'd best savour every moment...

PSM2 SILVER AWARD

Obviously, *Pandora Tomorrow* sees the return of the shadow-hugging Sam Fisher and this time he's taking on the Timor rebels and their leader, Sadono, who bares an uncanny resemblance to bedroom rebels favourite Che Guevara. The threat of chemical warfare has reared its noxious head, and it's Fisher job to sabotage the attack before it has a chance to kick off. While infiltrating the affiliates of Sadono, you'll be taken to the war-torn city of Dili and to the jungle wilderness of the enemy's Kundang HQ, with stopovers in Paris and Jerusalem en-route.

Since the original *Splinter Cell* set a benchmark for stunning visuals it's no great surprise to see that each of the landscapes featured here are striking and impressive, with the famous lighting effects during numerous jungle sections being particularly stunning.

But it's important that we point out that this is NOT a full-blown sequel. Ubisoft never set about making *Pandora Tomorrow* as *Splinter Cell 2*, instead they opted to make a sort of gaming interlude between the original '*Cell*' and the now titled *Splinter Cell 3* (available on PS2 in 2005) and this is still very much a '*Cell*' game. Fortunately it has managed ►

SHADOW-OPS: It's obvious, but stick to the gloom and you'll discover vantage points.

QUESTION...

They're developing *Splinter Cell 3* right now and this will doubtless be coming to consoles soon. So what happened to *Splinter Cell 2*?

TOP 5 NOCTURNALS

- Owls
- Jack The Ripper
- Vampires
- Peeping Toms
- Justin Hawkins

GAMEPIE

80% Hiding in the shadows
10% Feeling like a daylight shy 007
9% Getting gung-ho with a large gun
1% Using (B) to whistle

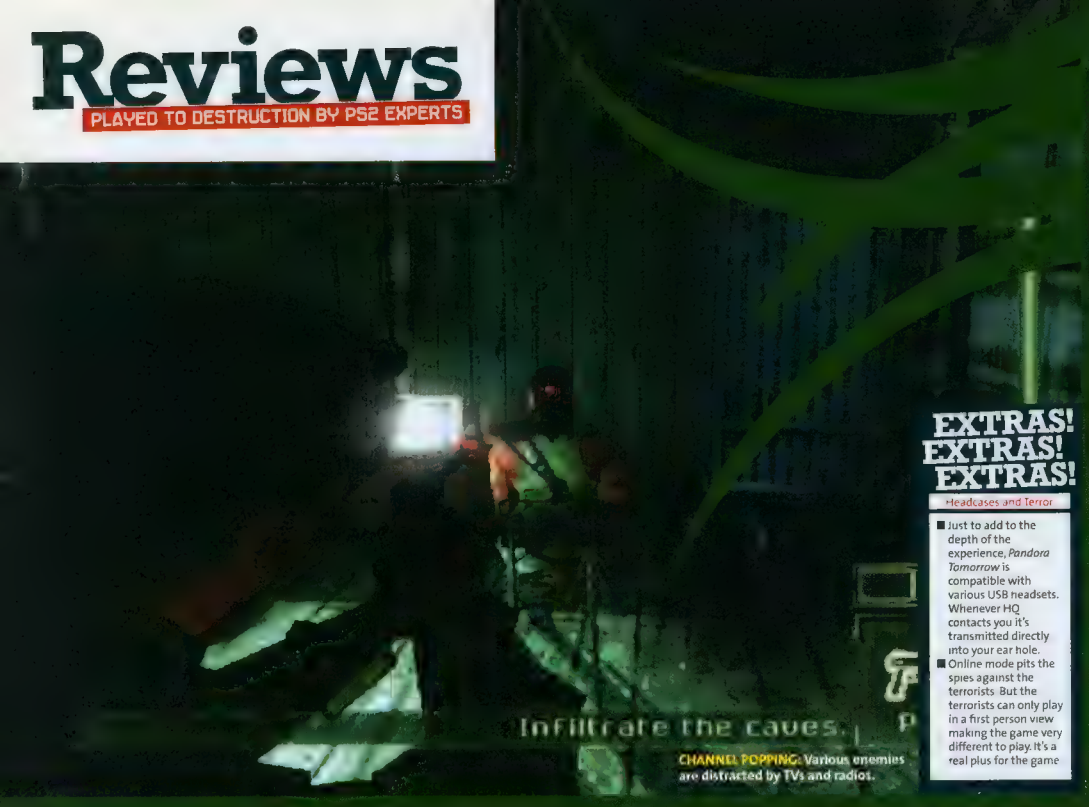
ANSWER

Pandora Tomorrow was a stop-gap between *Splinter Cell* and the already-in-development, *Splinter Cell 2*, but it ended up being a full game instead. So this is SC2 in all but name.

THE JUNGLE MASSIVE: The tree-mendous landscapes are visually impressive.

HOT SPOTS: The thermal goggles can be used to detect landmines.

FAIR COP: The police aren't to be messed with because they're packing Uzi's.



CHANNEL POPPING: Various enemies are distracted by TVs and radios.

EXTRAS! EXTRAS! EXTRAS!

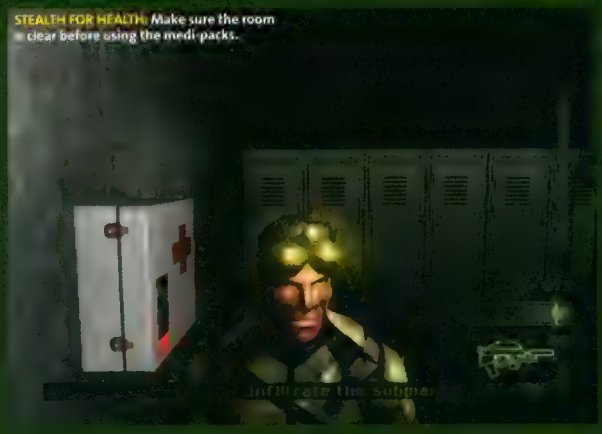
Headcases and Terror

- Just to add to the depth of the experience, *Pandora Tomorrow* is compatible with various USB headsets. Whenever HQ contacts you it's transmitted directly into your ear hole.
- Online mode pits the spies against the terrorists. But the terrorists can only play in a first person view making the game very different to play. It's a real plus for the game

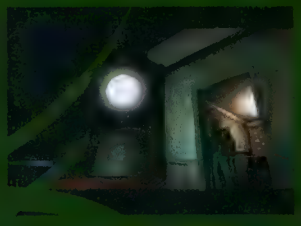
EYE SPY ONLINE

Pandora Tomorrow's weighty online modes let you play as Fisher with all his stealth skills or as no-good terrorists. Terrorist mecenary players must prevent the agency operatives from disarming their bombs before they explode. Agency players must sneak in and save the day. It's basically Capture The Flag, but it generates a great feeling of team cooperation online.

STEALTH FOR HEALTH: Make sure the room is clear before using the medi-packs.



"TAKING OUT ALL THE LIGHTS IN A ROOM OR CORRIDOR NO LONGER MAKES IT A SAFE HAVEN"



"DID YOU EAT MY SANDWICH?" Interrogating suspects happens less frequently than the previous 'Cell.

to stay special and looks and plays unlike any other game (despite a deluge of rip-offs) so if you enjoyed the original then this one's for you.

Once again *Pandora Tomorrow* is so drenched in gloominess that you're forced to use the night vision goggles most of the time. In fact you'll be playing in so much black and white, that you could have saved that grand for a posh TV and made do with your old portable. Other gripes concern the occasional frame-rate glitch and once again animations can be jittery during multiple character firefights. Seems that the development team have spent the last year polishing their awards and resting on their laurels instead of fixing their game's one major flaw.

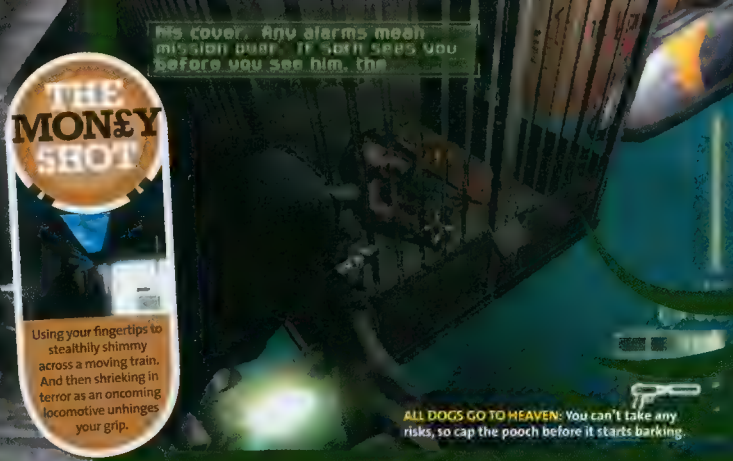
Getting to grips with the control pad during *Pandora Tomorrow*, is possibly the most complex task that you'll ever have to overcome, because every single button is used. Yes, it's a common occurrence with Tom Clancy games, but take this as an example: L1 fires the secondary weapon from your SC-20K Assault Rifle and L2 causes Fisher to draw a guard towards him by whistling. There'll be numerous occasions when you spring out from your hiding place, preparing to launch a smoke grenade into an enemy-filled room, only for your fat finger to miss its button press, causing you to be whistling Dixie rather than wiping out the guards. Thus your cover's blown and you'll have to restart the mission – all because of one mistaken button press. Fact is there's an over reliance on trial and error gameplay here – there's no way you could *possibly* avert failure first time around and must learn through repeated replays. Taking out all the lights in a room or corridor no longer makes it a safe haven because of motion sensors, indestructible security cameras and trip wires. So, if you don't comb the area thoroughly you'll have to start the level again. Fortunately,

INSPECTOR GADGET

Among the previously seen gadgets from the original game, *Pandora Tomorrow* now contains even more goodies. On offer we've got the Camera Jammer, which microwaves CCTV signals, and the Silenced Pistol which comes equipped with laser sighting – just tap ↑ on the D-pad when the pistol is drawn, and then trace the laser onto your target. Sweet.

UNDER CARRIAGE: Climbing under the tr... is one of the highlights of the new game.

DOWN THE TRAIN: Once dropped aboard you've got to find a way in.



ALL DOGS GO TO HEAVEN: You can't take any risks, so cap the pooch before it starts barking.

THE MONEY SHOT

Using your fingertips to stealthily shimmy across a moving train. And then shrieking in terror as an oncoming locomotive unhinges your grip.

while creating some annoyance, it just makes you more determined to progress to the next stage.

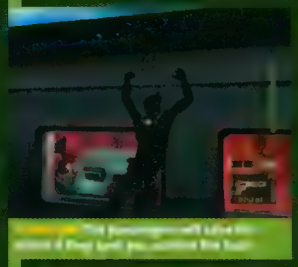
Yes, *Pandora Tomorrow* has been tightened up snugger than Sam Fisher's sneaking suit. If you thought *Splinter Cell* was unforgiving when you made a mistake, then *Pandora Tomorrow* will slap your ass like a disobedient child. Too often you're not even allowed to fight (or cunningly slip) your way out of trouble. Should be so careless as to be heard or forget to hide a corpse in the shadows, then your head honcho, Lambert, will scream at you and – in not so many words – tell you that you're shit, before rounding off with "The mission's over". Bugger. So, in order to impress your peers you're going to have be cunning like a fox; there can be no more daring dashes to the nearest exit, it's all about using brains before bullets. But when you realise how to outwit enemies, like double tapping Ⓐ to perform a Split Jump to avoid patrolling dogs the rewards are obvious.

Further trickiness is induced by the paucity of gadgets. The amount of guns and ammo available in the first game was extremely generous compared to the shoestring offerings of *Pandora Tomorrow*. You're given barely enough items to complete each level. So, if you wastefully unload a whole clip of bullets into a sole guard then you'll have to rely on surprise tactics to pistol-whip your opponents into unconsciousness for the rest of the mission. Like we keep saying – it's tough. And occasionally it's frankly unfair.

There is an inconsistency in enemies where you'll fill a guard with lead and he'll still manage to get on his walkie-talkie and tell his mates he's under attack. And where's the blood? We're all old enough but *SCPT* is sanitised beyond belief.

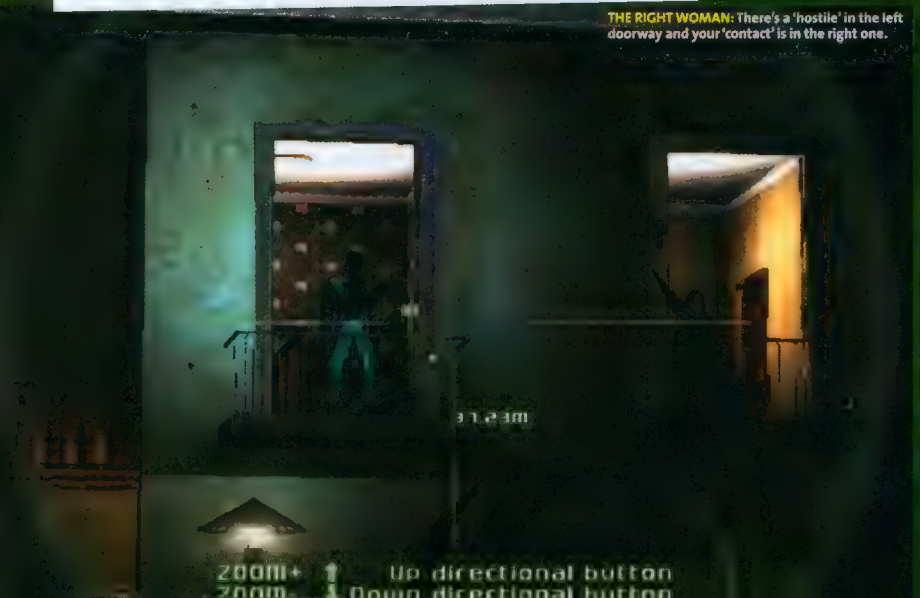
ACTION MAN

Fisher has been in training since *Splinter Cell* and he's learned some new moves that are all needed to help you through the levels. He can now perform a SWAT Roll, which renders him invisible when crossing doorways. And the Split Jump has a variation which can provide a type of platform when climbing toward high ledges.



"BREATHES GENUINE NEW LIFE INTO A MARKET FLOODED WITH STEALTH GAMES"

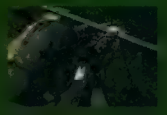
THE RIGHT WOMAN: There's a 'hostile' in the left doorway and your 'contact' is in the right one.

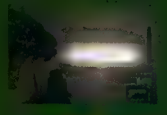


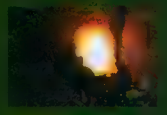
So *Pandora Tomorrow* isn't without it's faults, but the whole experience is unlike any other game. It's even more immersive than stealth classic *MGS*. The story is more compelling than the previous (boring) *Cell* plot, and the new manoeuvres and weapons (see Inspector Gadget) and online mode (see He's Behind You) will have you testing your sneaking skills over and over again against, for the first time, REAL opponents.

It's not a giant leap forwards. It plays marginally better and the levels have a more of a free-roaming feel but still *Pandora Tomorrow* breathes genuine new life into a market flooded with stealth games. It's arrived in the nick of time and fills a yawning void. At last you wont have to endure the frustration of playing PS2 games that only *want* to be this good. **Nathan Irvine**

■ *Pandora Tomorrow is lurking the shops today.*







PSM2 VERDICT

GAMEPLAY
+ Stealth has never been depicted this beautifully.
– As unforgiving as an ex-wife and twice as mean.

GRAPHICS
+ Animations and light effects are inspiring.
– There's loads of frame rate slow-down.

SOUND
+ Great floor texture sounds and some music.
– Overuse of drum 'n' bass clattering during action.

LIFESPAN
You'll invest a few days to complete the single player mode, but the online mode will have you lapping it up for quite some time.
MINUTES — YEARS

IT'S BETTER THAN...
SPLINTER CELL

IT'S WORSE THAN...
METAL GEAR SOLID 2

A compelling stealth-'em-up that just misses the 90% mark thanks to some cop-out, cut-throat level design. All in all a deserving sequel to an action classic.

88

INFOSTRIP

DETAILS
Developer: Blade Interactive
Publisher: Codemasters
Players: 1-2
Memory Save: 312Kb
Widescreen: No
50-60Hz: No
Surround Sound: No

TOP 5 POCKETS
- Inside pocket
- Pocket calculator
- Trouser pocket
- Pita pocket
- Pocket of land

GAMEPIE
30% Sinking the pink
30% Balls
20% Chalking your cue
10% Pushing the brown
10% Stroking

GAMEFAX
Sports | Official License | Realistic | Hard

TRIVBURST
- Control over 30 professional players.
- Commentary by John Virgo and Dennis Taylor
- Take part in classic matches of yesteryear.
- Compete online.

CRUSHED VELVET: As you can see, the balls look rather splendid.

"IT'S ALL ABOUT STYLE, BALANCE AND CONTROL"

WORLD CHAMPIONSHIP SNOOKER 2004

"Snooker loopy, nuts are we" warbled cheeky cockney songsters Chas 'n Dave. And like them, we're 'loopy' for it.

You can't go wrong with a snooker game. The entire gaming area is composed of a single table, some balls and a man clutching a stick. Not much room for error, is there? It's a wonder then that some developers still arse it up – but we can thank the God of brightly coloured balls that *WCS* has arrived, as it's unquestionably the best snooker sim on PS2. Okay, so it doesn't have much in the way of competition, but it excels in almost every way a snooker game can. And for that, we applaud it.

If the prospect of playing in genuine snooker arenas with dignitaries like Stephen Hendry and Ronnie O'Sullivan has you whirling with excitement, then *World Championship Snooker* is reason alone to buy a PS2. Everything is present and correct, even down to a commentary by beardo John Virgo and 'whoops, I've put my glasses on upside' down legend Dennis Taylor. Overall, the game is remorselessly detailed, and when it comes to the game's realism; this is as faithful as an sports sim could get.

Snookering one of the professionals and laughing your way to victory. You'll never do it in real life, but at least you can here.

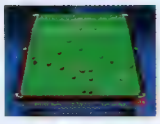
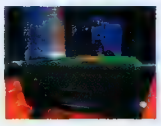
Refreshingly, the game modes in *World Championship Snooker* are many and varied. Firstly, there's a Championship mode wherein you can create and nurture your own character from their first assiduous steps into the world of professional snooker to epic, career-defining match-ups against the world's best. Then there's the option to take part in a series of trick shot mini games at the behest of a leering John Virgo. But the best feature has to be the ability to play both snooker AND pool. This is therefore two games in one, and it adds immeasurably to the value and lifespan of the title.

Controlling the game is as you'd expect; adjust the power of your shot and just fire away. As in the real sport, you're a slave to the ball physics. There are a couple of defects, however – first off, the aiming reticule is slightly misleading. It often feels clumsy and inaccurate; a problem, seeing as how precision is such a big part of the game's makeup. Secondly, the camera's field of vision is horribly restricted. There's none of the freedom of movement seen in games like *Pool Paradise*, and you're constantly at loggerheads with the angle chosen for you by the crackpot computer.

The graphics aren't fantastic, the AI sporadically stutters and it doesn't quite feel as triple A as it should, but *World Championship Snooker* is, quite simply, the most accurate snooker simulator on PS2. If you aren't a fan of the sport, this isn't really worth your time, but cueball monkeys need look no further. It's all the fun of snooker without the headaches. **Andrew Kelly**

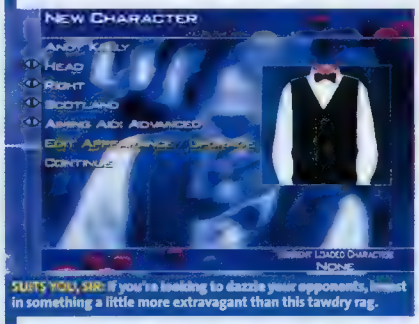
■ *WCS is rolling into homes right now.*

TOP GUN: The ball you're currently stroking for appears at the bottom.

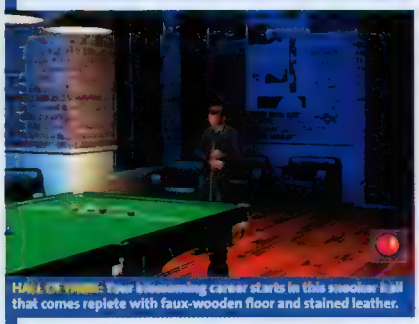



THE MONEY SHOOT

To begin the Career mode you have to create a character. You can deck him out in snazzy silken waistcoats and unleash him on the snooker world. You'll steadily rise in rank and stature until you're facing off against the likes of Ronnie O'Sullivan and Stephen Hendry.



SUITS YOU, SIR: If you're looking to dazzle your opponents, invest in something a little more extravagant than this tawdry rag.


HALL OF FAME: Your blossoming career starts in this snooker hall that comes replete with faux-wooden floor and stained leather.

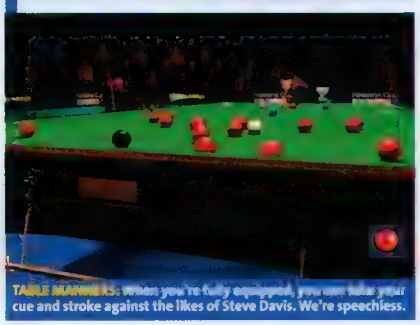


TABLE MANNERS: When you're fully equipped, you can take your cue and stroke against the likes of Steve Davis. We're speechless.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Top physics make for a credible snooker game. – Some infuriating camera issues at times.	+ Um... the balls are pleasantly spherical. – Character models and animation are poor.	+ Authentic BBC2-style snooker commentary. – How bad can snooker really sound?

LIFESPAN
Snooker mentalists will be plugging away at this for seasons to come, but otherwise it's... well, it's just snooker, innit?

MINUTES ... YEARS

IT'S BETTER THAN...
POOL PARADISE

IT'S WORSE THAN...
REAL SNOOKER

A sterling effort. Competent in every way, and occasionally brilliant – this is the discerning snooker fan's one and only choice on the PS2.

80

INFOSTRIP

DETAILS

Developer: Argonaut
Publisher: Evolved games
Players: 1
Memory Save: 109Kb
Widescreen: No
50-60Hz: No
Surround Sound: No

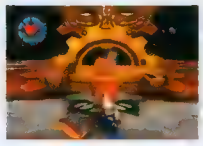
GAMEFAX

Action · Platformer · Saucy · Easy

ROSHKINS!: Smashing your club certainly produces some nice fireworks.

"TEENAGE HORMONES CAUSE BIG TROUBLE. IT'S HAMMERTIME..."

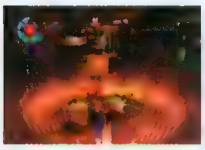
MALICE

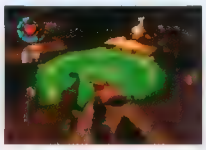


TEMPER TANTRUM: The nasty clown is on the wrong end of a very big stick.

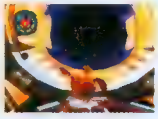
Sarcastic pig-tailed teenager carries unfeasibly large club.

We first heard about *Malice* way back in 2001, when it was supposed to be an Xbox launch title. Since then it's well and truly disappeared off the radar and apparently into some sort of gaming black hole. We even heard dubious rumours that its production had been delayed because *Malice* was risking an R18 rating due to the fact that the sassy teenage heroine had her bongos hanging out all the time. Preposterous? Probably.





Anyway, the game's out now and – shockingly – it's not half bad. Similar to Atari's *Kya: Dark Lineage* in both look and feel, it's a colourful burst of platforming action with a larger than life female hero who's constantly making sarcastic quips and swinging her ridiculously large club around. You're on a mission to destroy the Dog God (oh, yes – we don't make this shit up) and along the way you'll meet plenty of cutesy cartoon characters like the Gloworm King and a talking oak tree. One nice idea is how when you're killed, you're sent to a nether world between heaven and hell, inhabited by lost souls and ghostly galleons. Collect ten tokens and you'll return to the land of the living, but die here and your game is over.



Malice is pleasant to play, colourful and smooth, with well-designed environments. But it just feels dated and disjointed – probably because of the amount of time it's been worked on for a while, then shelved for a few months, then started again. So, *Malice* is competent, but it just has no real spark or thrust to make it stand out amongst its platforming brethren. **Jorin Sievers**

■ Malice *is clubbing people over the head now.*

PSM2 VERDICT

Angsty teenager makes sassy comments in a game that fails to do anything out of the ordinary in terms of platforming action. Not bad, not great either.

60

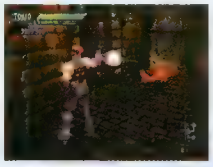
INFOSTRIP

DETAILS

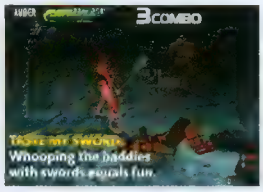
Developer: Dream Factory
Publisher: Capcom
Players: 1
Memory Save: 50Kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

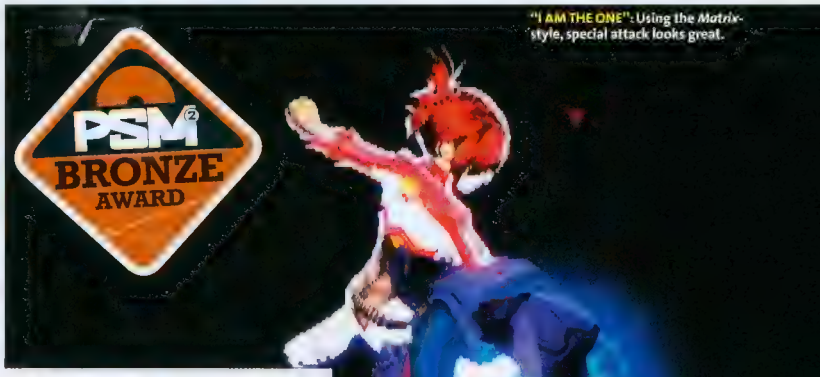
GAMEFAX

Adventure · Violent · Robots · Hard



5 COMBO


3 COMBO
TASTE MY SWORD!
Whooping the baddies with swords equals fun.


"I AM THE ONE": Using the *Matrix*-style special attack looks great.

PSM2 BRONZE AWARD

"NOSTALGIC COMBAT FROM THE KINGS OF FIGHTING"

CRIMSON TEARS

Ahhh... 2044, a great year for biological weapons rampaging around Tokyo.

Anyone who has fond memories of beat-'em-ups from days gone by will no doubt remember the straightforward classics such as *Double Dragon*, *Golden Axe* and the awesome *Streets Of Rage*. The "pick up and play" accessibility coupled with the kill-everything mentality was a successful formula. Unfortunately this simple fun has been ditched in favour of the hordes of mediocre stealth/espionage games festering in a bargain bin near you. But, fortunately Capcom have a sense of history and have served up an old recipe in their cel-shaded beauty *Crimson Tears*.

You control one of three cyborgs; there's the scantily-clad Amber, the equally under-dressed Kadie, or the tough-as-Kevlar gun expert Tokio. *Crimson Tears* is set in a devastated Tokyo in the year 2044, where psycho robots are causing mayhem and it's your job to turn them to shrapnel. Each character has three unique strike attacks assigned to the □ and ⊗ button, so if you triple tap either of the buttons they'll launch into a combo assault on the enemy. Hit △ and the screen fades to black while your character performs a slow motion *Matrix*-style finishing move. Throughout all of this metal ass-kicking you'll pick up various items that make your quest against the enemy easier – like the dagger and the mass-destructo bazooka, for example. You can also use the computer at the Mutinoid's HQ to create combos, and install strength and agility parts.

Crimson Tears doesn't bring anything new to the PS2 table but it's playable because of the nostalgia factor that reminds you of a time when beat-'em-ups (particularly the scrolling kind) and generally kicking ass made you feel good. Pick up the pad and inhale the sweet old skool stench; you'll be pleasantly surprised. **Nathan Irvine**

■ *You can shed* Crimson Tears *from early July.*

PSM2 VERDICT

Enjoyable return to the fundamentals of beat-'em-ups, even if it's shallow on the plot front. If you crave a weekend of thumb blisters then this do just fine.

74

INFOSTRIP

DETAILS
Developer: Opus
Publisher: Take 2
Players: 1-2
Memory Save: 132KB
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer.
"Did you know that the UFC tournament is the only sport to be born strictly for a Pay-Per-View audience?"

GAMEPIE
75% Blubbing as the computer wins.
7% Swearing and punching the pad.
8% Hoping you'll be victorious next time.
10% Winning a fight.

GAMEFAX
Beat 'em up
Violent
Hard
Budget

TRIVBURST
- The story mode follows your path to glory.
- 15 fighting disciplines to unleash upon your foes.
- 10 Unlockable characters including the between rounds card girl

PSM2 BRONZE AWARD

Ken Shamrock
Elvis Sinosic
I'M STILL STANDING: Standing up is a very rare occurance within UFC. Get up close and personal.
04:20
ROUND ONE

"WOULD YOU LIKE THAT HIP JOINT REALIGNED, MY GOOD MAN?"

UFC: SUDDEN IMPACT

As soul singer Marvin Gaye once said, "Let's get it on!".

Imagine those frantic few seconds of sheer panic as your arm is being twisted into an inconceivable position by a furious meathead. And then the cold rush of terror as you realise your arm is about to be snapped like a small fleshy twig. This is the harsh reality of a UFC fighter, and the only way to avoid mangled, dysfunctional limbs is to try and break your fellow man like a Toffee Crisp before he does it to you. *UFC: Sudden Impact* is the nearest you'll get to experiencing the physical torment of real life Ultimate Fighting.

Sudden Impact is the second outing for the UFC tournament on PS2. There's a Story mode where you create your character and train him/her to be a prized fighter and although this is a good idea in theory, the way that it's depicted is slapdash to say the least. It's definitely nowhere near as good as *Smackdown*'s Career mode. For example, you can't avoid having to train your fighter for three long years in various martial arts such as wrestling, karate and so on. And the training types don't seem any different – consisting of effortless challenges like, landing *one* punch on your opponent, which is as easy as taking candy from a large, aggressive baby.

THE MONEY SHOT
Straddling your floored opponent and raining down on their mashed up face. It's just our sort of sadistic touch.

Bouts consist of whacking the attack buttons to prevent your opponent from forcing you into a submission hold. But if they do manage to get their huge frame wrapped around you then it's all about mashing the buttons to 'counter' the manoeuvre. There is supposed to be some sort of logic to overthrowing them, but we found that a heavy-handed repeated pummel on the pad seemed to work best. The impacts of the striking attacks are as devastating as you'd expect with UFC fighting. And, if you mangle your opponent enough times with roundhouse kicks and head-ringing punches, their face will contort like they've just been in a head-on collision with a freight train.

UFC: Sudden Impact is different to other fighting games because of the extreme realism being portrayed from the UFC tournament. But this realism can prove extremely frustrating when bouts are regularly over in a matter of seconds, and you're left feeling dejected due to the unforgiving 'he who falls on the canvas first invariably loses' gameplay. But at only £20, it's not going to break the bank if you need some hardcore physical disfiguring action. **Nathan Irvine**

■ UFC: Sudden Impact *is flexing in stores now.*

WANNA FIGHT? FIGHT ME!

UFC: Sudden Impact **is the officially licensed game from the real life tournament, therefore it contains all the bruisers that take part in the televised fights. In total there are 35 fighters including Chuck Liddell, Tito Ortiz and 'The World's Most Dangerous Man' Ken Shamrock – who many of you will remember from the old WWF.**

taunt upon entering the ring.

The Kat can be unlocked.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Bone-crunching physics and frantic action. – Very repetitive, offering no variety at all.	+ Very bloody with nice character animations. – Some characters appear to have rigor mortis.	+ All the relevant grunts and groans are in place. – The referee has a pathetic two-line script.

LIFESPAN
It's good for a laugh, but after the tenth, 30 second defeat you'll be snapping the disc rather than you opponent's neck
MINUTES — YEARS

IT'S BETTER THAN...
LEGENDS OF WRESTLING 2

IT'S WORSE THAN...
SMACKDOWN: HCTP

If you're looking for a real depiction of fighting, then *UFC: Sudden Impact* is it. If not, then avoid this and take up the real thing; it'll be less frustrating.

70

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7497 Black Eyed Peas	Shut Up	8370 The Darkness	A Thing Called..
9120 Black Eyed Peas	Hey Mama	1430 Twista	Slow Jamz
8954 Busted	Air Hostess	8400 Ultrabeat	Pretty Green Eyes
6454 Christina Aguilera	Dirrty	8098 XTM	Fly on the Wings of Love
6666 Christina Milian	Dip It Low	7470 Blink 182	Feeling This

CHART HITS AND PR SOUNDS

1435 50 Cent	If I Can't	7014 Kanye West	All Falls Down
4357 Avril Lavigne	Don't Tell Me	4771 Kanye West	Through The Wire
6606 Beyonce Knowles	Naughty Girl	1400 Kelis	Trick Me
8589 Beyonce Knowles	Baby Boy	7106 Mario Winans	So Fine
8368 Big Brovaz	Baby Boy	9563 Mario Winans	I Don't Wanna..
9875 Blazin Squad	Revolution	7015 Matt Goss	Fly
9152 Blink 182	I Miss You	4253 McFly	Obviously
9275 Blue	Breathe Easy	1432 N*E*R*D	She Wants to Move
9558 Brandy	Talk About	4537 N*E*R*D	Maybe
6789 Britney Spears	Everytime	1421 Natasha Bedingfield	Single
9004 Busted	Who's David?	9603 O Zone	Mai la Hii
9876 Busted	Sam	9924 Outkast	Roses
4344 Cassidy Ft R Kelly	Hotel	9929 Peter Andre	Insania
9927 Cassius Henry Ft Freeway	Dj One	9925 R Kelly	Happy People
7040 Chikinki	Ether Radio	7018 Robert Palmer	Addictions
7108 Christina Milian	Love	4528 Sam & Mark	The Sun Has...
8568 Dido	White Flag	7794 Sean Paul	Get Busy
9921 D-side	Pushing Me Out	4440 Sugababes	In The Middle
9597 Emma	Crickets Sing..	9278 The Darkness	Love Is Only A..
9247 Enrique Ft Kelis	Not In Love	7001 The Farm	All Together Now
7021 Ferry Corsten	Its Time	9923 The Loose Cannons	I Like It..
7020 Freestylers	Push Up	6785 The Streets	Fit But You Know It
7062 Girls Aloud	The Show	9598 Twista	Overnight Celebrity
9928 Ian Van Dahl	Believe	7019 Twisted X	Born In England
4250 J Kwon	Tipsy	9013 UD Project	Saturday Night
7105 Jamelia	See It In A Boys Eyes	9596 Usher	Burn
4098 JC Chasez	All Day Long I..	9967 V	Blood Sweat and Tears
9562 Jurgen Vries	Take My Hand	7491 Will Young	Leave Right Now

TXTUK RECOMMENDED

1206 Abba	Dancing Queen	1275 Guns and Roses	Sweet Child..
0744 ATB	9 pm (Till I Come)	0544 Guns And Roses	Paradise City
6505 Avril Lavigne	Sk8ter Boi	1068 Ian Van Dahl	Castles In The Sky
0296 Bonjovi	Living On A Prayer	4154 Marilyn Manson	Tainted Love
0754 Darude	Sandstorm	0397 Michael Jackson	Billie Jean
1272 Deep Purple	Smoke On The Water	8021 New Order	Blue Monday
0616 Delirium	Silence	4028 P P K	resurrection
1226 Elvis Presley	Suspicious Minds	0208 Robert Miles	Children
0621 Faithless	Insomnia	5872 Scooter	The Logical Song

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0083 TV & Film	Rhubarb And Custard	0108 TV & Film	X Files
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8430 Bizarre Inc	Playing with Knives	4080 Purefone	Addicted to Bass
8432 Mondays	24 Hour Party People	8436 Ganja Kru	Super Sharp Shooter
8434 The Ones	Absolutely Flawless	4027 BeddingfieldGotta Get Thru This	

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0619 Dj Quicksilver	Beilssima	0218 Sash	Equador
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0758 Faithless	God Is A Dj	7860 Tomcraft	Brainwashed

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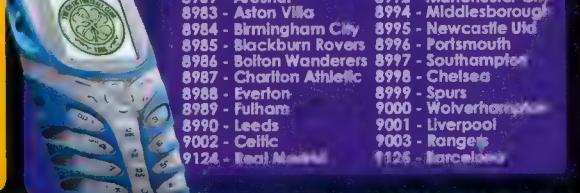

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INFOSTRIP

DETAILS

Developer: Guerrilla
Publisher: Eidos
Players: 1
Memory Save: 200Kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: No

PREVIOUSLY IN PSM2...

"THE VIETNAM SETTING AND 'WAR HORROR' THEME IS ROCK SOLID"

PSM2#47

GAMEFAX

TRIVBURST

- Story written by Matt Costello, an actual novelist
- 58,000 Americans died in the conflict – you'll kill nearly as many VC here
- Missions take place during both night and day

PUBTALK

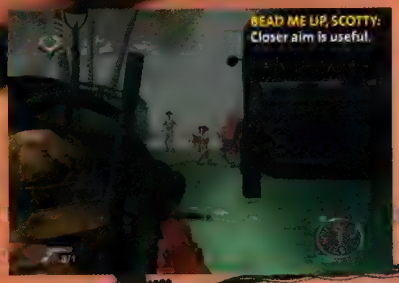
The smart arse thing to say down the boozer.
"The American military actually obliterated a village 'in order to save it' during the Vietnam war..."

TOP 5 THINGS TO DO

- Wear helmet with slogan
- Call in airstrike
- Love smell of napalm
- Take point
- Die

GAMEPIE

50% Capping Charlie
40% Victimising VC
10% Creating freedom



"WAR IS HELL AND VIETNAM WAS HELL ON EARTH"

SHELLSHOCK: NAM '67

PSM2 BRONZE AWARD

Shellshock? Surely you'd have to live through the war to get that?

The way it should be: you, your squad and the steaming jungle. Oh, and a ton of guns and bullets. Is anyone here a communist? Then die!

We're used to the idea that war is hell, but were less prepared for it to be plain and dull as well. *Shellshock: Nam '67* ignores all good advice – perhaps fittingly, seeing as we're talking about the Vietnam war here – and scoffs at assertions that first impressions last. Which is a shame. Because by the time this game gets into its stride, many players could well be on manoeuvres back to the shop to exchange it for something else. They'll never know what didn't hit them.

Not that it suddenly flares into genius or anything, but it certainly raises its game after the first four or five missions it doesn't do itself any favours before that, beginning with the dreariest environments, harshly-funnelled, excessively linear layouts and stupid squad mates. If you've played *SOCOM II* you'll despair, but the sausage-fingered shooting and suicidal behaviour is mitigated by a couple of things.

Firstly, you don't control squad mates at all – they're just along for the ride. And secondly, they're not constantly dying in a hail of bullets like they should. When shot they'll fall, wheeze a bit and get back up. It might not be realistic, but it means a) you're not constantly failing missions because your idiot team has got itself killed, b) the pace is never broken by the need to order or arrange other characters, and c) the characters aren't being replaced by a constant rotation of faceless recruits. As the game progresses you feel you're getting to know them, and this – along with the strong, actually intelligible storyline – is a key part in *Shellshock*'s gradual improvement.

What's unusual about these people is their behaviour. They're not the spotless heroes entirely on the side of right, that many games (and films) plump for. They're killers, they're scared and ►

"LIKE THE REAL WAR, IT'S A TON MORE FUN FROM A SOFA"

I KNOW I'M FUNNY

While in the rear you can wander about, chat to everyone (including lovely ladies) and head for the gate (aka LZ) for the next mission. Best of all is the DJ on the tannoy: this guy tells some of the worst (authentic-sounding) jokes you've ever heard.

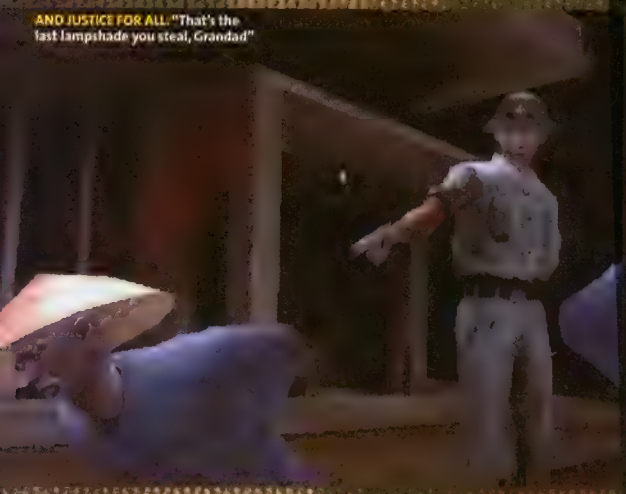
GOOD MORNING, VIETNAM:

GET AHEAD: Decapitations are regular. But not for him.

EXTRAS! EXTRAS! EXTRAS!

Get some!

- You unlock pictures for a photo gallery as you go, history buffs.
- There's an overview of the conflict with much original footage – some of it in colour.
- Period tunes include Roy Orbison's mighty Pretty Woman.



AND JUSTICE FOR ALL: "That's the last lampshade you steal, Grandad"

► their government encourages them to give their hate free range. Here, the guy nicknamed 'Psycho' isn't just a posturing macho man, he's a murderer and fully deserves it. He tortures and kills men and women, and although you come across numerous Vietcong atrocities, it's still not justified. He's just stupid and mean – and he's on your squad. It's unusual for a game to be brave enough to present such behaviour on both sides, and you've got to admire it, but we're not entirely convinced it's actually entertaining. OK, this is supposed to be war and it's best not to glamorise it, but much of the rest of the game is going for brainless shooting. This heavy, morality-testing seam doesn't sit well within a game that's making light entertainment of killing elsewhere.

Certainly being ordered into a whorehouse to avenge the death of a team member by killing everyone inside, "even if they aren't armed," is a bit rank. Cutting down tens and even hundreds of soldiers from a fixed emplacement for minutes on end is a bit of a sickener too. It might be a fine line.

and we've no problem dropping any number of attackers as we pick through rubble to our objective, but just massacring them? There's no doubt whatsoever things like this (and much worse) occurred, but again, it's questionable as to whether it's entertaining... or just a bit depressing.

Also a bit depressing, but for a different reason, is the inevitable stealth component. Your character is so good at killing so he joins special forces, which basically means all the guards are now facing the wrong way and you have to go very slowly. Just knife everyone from behind and it'll be

"THE TUNNELS LOOK LIKE THE INSIDE OF SOMEBODY'S NOSE"

CAN'T SCOPE: Sniper rifles: surprisingly deadly close up, too...

SUICIDE PACT: The doomed lovers shared one last lingering look.

DOES MY BOMB LOOK BIG IN THIS?

Much has been made of the traps, but they're not an overriding problem. They're fairly rare, and thoughtfully marked with giant arrows on the trail. You also get a 'booby trap' message as you close in. Bombs need defusing by navigating a small maze with the d-pad, while spiky things must simply be avoided. Beware that health and ammo, as Charlie's cunning...

HOORAY FOR BOOBIES:

DISARMLESS:

NIGHT OF THE DEAD DEAD
Sometimes it's just slaughter. Grim.

"THEY ALL SEEM TO BE CALLED CHARLIE. PERHAPS THEY'RE RELATED?"

fine, right? Right. Problem is, VC troops have absolutely sensational hearing and vision, so the slightest extra bit of speed – or a guard so distant you can't even see him, who happens to be looking the right way – means the alarm goes up. It's genuinely wearisome, and though you'll be mobbed it's still preferable to shoot your way through.

The simple fact is that the game works when it's just a mindless shooter. Enemies attack in hordes, and standing in the open is a quick way to death. Fortunately there's plenty of obvious cover, so you crouch and sprint from rock to tree, from wrecked car to teetering wall, feeling as if you're really earning every foot of ground you gain. Your team mates fight right around you, constantly yelling warnings and comments (although they're a little limited) and most battles really are absolutely furious. Your team characters look great but their aim's frequently hopeless, and annoyingly all your attackers look the same. Funnily enough, they all seem to be called Charlie as well. Perhaps they're related?

Deaths can be brutal – heads explode in a cloud of pap, for instance – but sadly they're idiotic too, as every bone in a victim's body instantly disappears. Rag doll physics? Positively rigid by comparison. Charlie can take a surprising amount of bullets as well, again in opposition to the sometimes 'realistic' treatment, and this can get annoying. Less powerful guns mean anything but a headshot ends in a lengthy bout of comedy country dancing, bullets spraying everywhere. Fortunately, any gun can be picked up from the battlefield. It's pretty easy to run out of ammo for your own, so bunkering in is not an option.

If early levels are overly spread out, sparsely vegetated and boringly textured – the tunnels look like the inside of somebody's nose – later ones make up for it. The game can look fantastic, especially as mist swirls through thick night time foliage as the sound of torrential rain fills your ears. Explosions and vehicle models are also pretty sexy, though it's disappointing not to be able to drive the jeeps, tanks and Hueys lying around. Keep fighting, though, and your surroundings change enough to keep you interested, and your evolving chase of head-case military man 'King Kong' – complicated by an information leak from within your own base – trots along nicely.

While it takes a bit to get going, it is worth it, though don't expect *Shellshock: Nam '67* to rise above competent shooter. It can also look a bit rough and underwhelming at times, even though at others it looks fantastic. And, like the real war, it's a bit confused, somewhat questionable and a ron more fun from a sofa. **Steve Williams**

■ Shellshock: Nam '67 is running Blindly through

GOT ANY SNOW DOMES?

The game is littered with souvenirs that, presumably, you take home and sell to white supremacists in bunker-like army surplus stores who, in turn, display your captured flags, medals and badges next to cans of Zyklon B brought home from *Medal Of Honor*. Probably. So watch for the hand icon and pick 'em all up.

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Some genuinely furious battles throughout. – Some levels are spread a bit more thinly.	+ Great faces, smoke and flaming things. – Most other objects are a bit ropey...	+ Best menu screen guitar sound ever. – Limited speech samples disappoint.

LIFESPAN

Plenty of killing to do within the missions, and three levels of difficulty – but little incentive to replay

MINUTES — YEARS

IT'S BETTER THAN...
GHOST RECON

IT'S WORSE THAN...
MOH: RISING SUN

PlayStation 2
SHELLSHOCK

A slightly uneasy mix of big dumb shooter and a raw, harsher-than-normal treatment where nobody comes out well. It's the big dumb shooter that wins.

71

INFOSTRIP DETAILS
Developer: Treasure
Publisher:
Players: 1-2
Memory Space:
Widescreen: No
50-60Hz: No
Surround Sound:

GAMEFAX
Old-skool
Shoot-'em-up
Shmup
Solitaire

TRIVBURST
- Seven gruelling levels
- Five different weapon systems, all with unique attack patterns
- Twelve mid-boss encounters during each level

PSM2 SILVER AWARD

"BIG EXPLOSIONS AND BIGGER BOSSES – WHAT MORE DO YOU WANT?"

GRADIUS V

Retro 2D shooter in high score shocker? Konami unearths a slice of pure gaming treasure as Gradius returns.

FIRE BALLS OF FIRE: These huge fireballs throb and pulsate and can box you in if you're not careful.

DUCK AND COVER: The ancient art of hiding from the big guys always pays.

A STONE'S THROW: Watch out for these asteroids or you'll be handed your own ass.

Gradius V is quite possibly The Hardest Game In The World™. This isn't something we say lightly here at PSM2. After all, we've beaten the shark that's into jungle in *Gitaroo Man* and sprinted through *Maximo* in nothing more than our pants without breaking into a sweat. *Gradius*, on the other hand, is pure, concentrated frustration. *Multiplied 10 fold*. We shit you not.

The learning curve in *Gradius V* is steep. So steep, it's more of a sheer rock face. It's like trying to climb Mount Everest sheathed in a banana skin as such, may put off some. But this is exactly what we've come to expect from the game's developer, Treasure, the japanese masters who have created legendary shooters sucha as *Radiant Silvergun* on the old Sega Saturn and *Ikaruga* on the Gamecube.

On the easy or normal setting you can just about get by, but crank the difficulty up to hard, or (for the love of the sweet baby Jesus) *very* hard and you WILL die within the first couple of attack waves. Guaranteed. In the videogame world you do tend to think that once you've dispatched an enemy in a hail of bullets, then the threat has died with it, but on *Gradius*' harder settings, showers of shrapnel rain down on your Vic Viper ship with the very real possibility that you'll be caught unawares in the blast. Before you know it you've used up your allocation of continues and 'Game Over' pops up into view *far* too frequently. It's not just the fiendish enemies that make the game so tough, it's the fantastic level designs. Narrow tunnel sections lead into – get this – even narrower sections. You'll be forced to squeeze through tighter gaps than Jeremy Spake's waistband, but when you do, you'll feel on top of the world.

That's not to say that the levels are all drab tunnel-based affairs. Far from it. You'll see abandoned space stations, shimmering star fields, interiors of huge ships and what appears to be

THE MONEY SHOT

Your first boss encounter is this ring-like space station that appears from a worm hole (obviously) with a stunning warp effect. Now

KEEPING YOUR OPTIONS OPEN

Key to succeeding in *Gradius* is your choice of weapon system. All have their benefits and their failings, but you'll find one that suits your tastes. In a first for the *Gradius* series, the Option pods that follow you in the game are configurable and can either be locked to fire in one direction, or locked to a certain formation. They really do help you out in tight spots and can make mincemeat of the otherwise ridiculously-tough bosses.

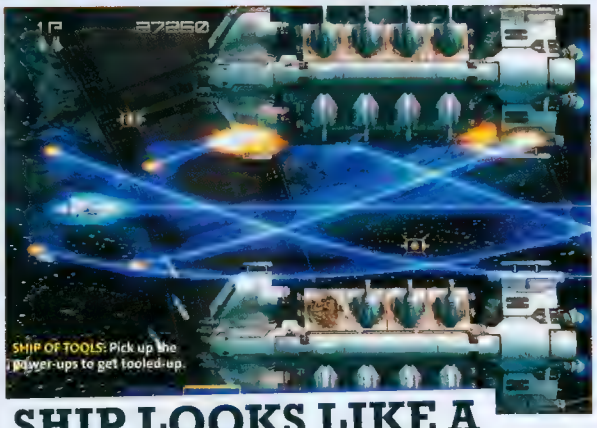
TYPE 4 OPTION: This beauty follows you around until you hit ⊡. Then it swirls around you firing arcing shots of plasma. Sexy.

TYPE 2: Directional fire with the left stick, but ship can't move.

TYPE 1: Fires straight and true. Locks in formation with ⊡.

FLAMEJOB: The massive explosions of defeated enemies are always satisfying.

SHOCKWAVE: It pays to take out missile turrets before you enter confined spaces like this.



SHIP OF TOOLS: Pick up the power-ups to get tooled-up.

something resembling the intestines of some huge creature – possibly the previously mentioned Jeremy Spake.

Once you settle into the game, the first thing you must do is decide which weapon set you want to work with. There are varying fire patterns and abilities including speed-ups, missiles, lasers and essential Option pods which swirl around your ship echoing your own fire patterns (see Options).

The first few waves of ships act merely as cannon fodder to provide you with your first power-ups, and collecting these glowing orbs is key to your success. You see, *Gradius* has always had the best weapons upgrade system in the shoot-'em-up world. Granted, *R–Type* has the 'Force Bit' that's attached to your ship and can be flung into unsuspecting alien hordes, but *Gradius* has always been about choices. The glowing orbs you pick up act as a munitions currency, with which you decide what power-ups you want and in what order. Once tooled-up, your ship looks like a neon hurricane; all laser fire, missiles and swirling light.

"YOUR SHIP LOOKS LIKE A NEON HURRICANE; ALL LASERS AND SWIRLING LIGHTS"

And you'll need all the help you can get as *Gradius* really does demand your full attention. On that note, here's a tip: turn your phone off, don't blink, and get in 'The Zone'. The Zone? It's that magical moment when everything clicks. You guide your ship through everything they can throw at you and send hot molten death straight to their ship's core. Priceless old-skool magic.

So why are we raving about this retro 2D shooter? Well, it's a whole world away from the arcade conversions found on the PS2 launch title *Gradius 3 & 4*. It's just such a frikkin' challenge and looks so gorgeous, that it draws you in. Even Nathan and Dan V – who look upon retro as the gaming equivilent of leprosy – couldn't resist picking up a pad and getting in amongst it. It manages to make people go all misty eyed with old-skool memories while wrapping it up in a polygonal appearance that almost manages to melt your eyes with the pyrotechnics on show. Chuck in a fantastic two-player co-op mode, and a stage select that lets you practice the particularly tough sections of the game and it's a pretty compelling package.

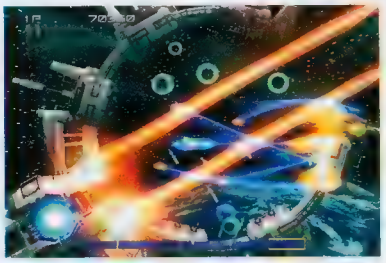
It's that 'just one more go' factor that keeps you coming back for more. More punishment and frustration, certainly. But, like *Gradius*, you'll come back a stronger and better man. **Milford Coppock**

■ Gradius V *is available on import now, old timers.*

RED DEAD REVOLVER: Shoot the spinning red ships and they'll drop a power-up.

HUGE-O BOSS

Boss battles: old as time itself and the ultimate videogamé cliche. So why do we need them in a time of *GTA* clones and extreme sports? Because they frikkin' rock and sort the men out from the boys. Here's the best.



WHEEL OF MISFORTUNE: This huge circular space station initially doesn't seem like much of a challenge. I mean *bubbles* for Christ's sake! Until it spews red laser death at you. then starts rotating with you stuck in the crossfire...

GOLDEN BALLS: This boss appears in numerous forms, gradually increasing in size after each encounter. Earlier versions involve trying to pick your way through tight laser fire while taking out its central core. Unforgiving.

SPIDER AND THE FLY: One of the most dazzling bosses in the game. Weave between its legs and try to arrange any Option pods you have to hit its core. All while dodging collapsing pillars as Incy-Wincy ploughs through them, gobbing lasers.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Tough, but rewarding old skool blaster. – Up, right, down, shoot, collect power-up etc...	+ Truly stunning and incredibly detailed. – At the end of the day, it's still a 2D shooter	+ Meaty explosions that'll break your speakers. – Kaboom, bang, shooo... The noise of destruction.

LIFESPAN

Tough, strong and very long. *Gradius V* should keep you busy for a while. The two-player is an added bonus for generous players.

MINUTES — YEARS

IT'S BETTER THAN...
R-TYPE FINAL

IT'S WORSE THAN...
SW: STARFIGHTER

Gradius V is a gamer's game. A game to make you shout, scream and cry in equal measures. The best retro shooter on PS2. Now, if only they could do it in full 3D...

8/3

"DISCO, DETECTING, AND SOME VERY BAD OUTFITS"

STARSKY & HUTCH

Comedy copper capers with Ben Stiller and Owen Wilson...

Ben Stiller and Owen Wilson: separately, they're pretty funny. Together, they're a laugh riot. Pairing the two up is just the first smart choice made by Starsky & Hutch's filmmakers. Director Todd Phillips (the man who gave us Road Trip and Old School) has taken the classic '70s TV show, given it a fresh coat of paint and made something worth seeing even if you've barely heard of the series. If you're looking blank, a refresher: Dave Starsky (Stiller) and Ken "Hutch" Hutchinson (Wilson) are cops from different ends of the policing spectrum. Starsky is ultra-efficient and so by the book you almost expect him to live in a library. Hutch, on the other hand, takes a more... relaxed approach. He's not above going on bank raids, then giving himself up when his fellow cops arrive. When they're made to work together the sparks fly. But, in the course of cracking a case (evil drug dealer Vince Vaughn flooding their Bay City beat with untraceable cocaine), they realise they're perfect partners.

ARRESTING DEVELOPMENTS

But despite the presence of the stars (and especially jokester Will "Elf" Ferrell) this is not a flat-out spoof. It takes the mickey out of some '70s elements – the clothes, the hair, the disco – but this is more a comedy action film than a Naked Gun-style farce. Fans of the series will also be delighted to see the red Ford Torino that was the most recognisable icon. But they might be less pleased at the casting of rapper Snoop Dogg as pimp informant Huggy Bear. He's okay, but fortunately kept to only one or two scenes. Consistently funny, Starsky & Hutch gives you more laughs for your money than most of this year's comedy crop. Arresting stuff.

STARRING
- Ben Stiller
- Owen Wilson
- Vince Vaughn
- Snoop Dogg
- Fred Williamson

DIRECTOR
- Todd Phillips

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- 19 July

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Great gags throughout referencing the '70s. – Some painfully duff jokes are in here too.	+ Stiller and Wilson are a top comedy team. – No real plot to speak of.	+ A superb chat track from all involved. – Dodgy documentaries that'll leave you cold.

EXTRAS

The commentary provides some scattered info, but is better for laughs. The Making Of material does the job, though the best bit is Vince Vaughn's disturbing "For The Kids" turn...

IT'S BETTER THAN...
THE MOD SQUAD

IT'S WORSE THAN...
ZOOLANDER

You don't need to be a fan of the classic '70s television series to appreciate the humour of this. High-class comedy from the cop twosome...

80

"GRAB YOUR AXE AND GIVE IT SOME ATTITUDE"

SCHOOL OF ROCK

Jack Black schools us all in the ancient and noble art of making noise...

STARRING
- Jack Black
- Joan Cusack
- Mike White
- Sarah Silverman
- Joey Gaydos Jr

DIRECTOR
- Richard Linklater

CERTIFICATE
- PG

PRICE
- £19.99

RELEASE
- 12 July

Ever since shoplifting scenes from under John Cusack's nose in High Fidelity, Jack Black has been on a self-proclaimed destiny to become a star. But a kid's film? And one with such a blatant message that anyone can break out of their hum drum routine and get a little rock 'n' roll in their lives? The plot – rocker Dewey Finn is drummed out of his band, only to find work at a private school teaching kids – looks on paper like the worst kind of mush. But it works, striking all of the right power chords along the way.

Jack's helped by some solid support behind and in front of the camera. Director Richard Linklater is better known for his indie dramas – Slacker, Dazed And Confused – than mainstream moviemaking. But he shovels that attitude on to School Of Rock to make sure it never slips into saccharine nonsense.

ROCK MONSTER

If there's a problem, it's that the movie never quite knows what to do with the other characters. Jack and the kids are so much the focus of the movie that it seems a shame to cast a towering comedy talent like Joan Cusack in a small supporting role as the school headmistress. Still, that slight failing doesn't keep School Of Rock from the top of the class.

PSM VERDICT

MOVIE	GOOD+BAD	DVD
+ Jack Black proves he can carry a movie. – Still somewhat soppy round the edges.	+ Kids in not-annoying shocker. – Wastes Joan Cusack's talent with few scenes.	+ Plenty of comments from Jack and company. – Loaded with Making Of material.

EXTRAS

The commentaries are great – funny, insightful and loud. The best extra is Jack's video begging letter, asking the notoriously unhelpful Led Zeppelin for permission to use their tunes.

IT'S BETTER THAN...
RENAISSANCE MAN

IT'S WORSE THAN...
DEAD POETS SOCIETY

Hilarious comedy with a great supporting cast and just the right edge of indie-credibility. Turn up the volume and let Jack rock the house...

82

©The Kobal Collection

LOST IN TRANSLATION

STARRING
- Bill Murray
- Scarlett Johansson

DIRECTOR
- Sofia Coppola

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- OUT NOW!

Sofia Coppola knows how to make good movies. While it occasionally gets sidetracked by arty long shots of Tokyo's scenery, this tale of disaffection and disconnection is still a worthwhile watch. We're introduced to Charlotte (Scarlett Johansson), a bored graduate, married to a music photographer, who's fighting jet lag and frustration while her hubby is off shooting bands. By chance, Charlotte meets Bob (Bill Murray), a former action star shooting an advert for whisky in the city. An unlikely friendship forms, and soon the two are hitting the Tokyo nightspots, trying to come to terms with the alien city. Coppola lets us get to know these characters and you'll want to spend time with both of 'em.

80

WELCOME TO THE JUNGLE

STARRING
- Dwayne "The Rock" Johnson
- Seann William Scott

DIRECTOR
- Peter Berg

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- 26 July

Mafia "handyman" Beck (The Rock) collects cash and breaks bones for his boss when required. But he's sick of the criminal world and wants out – to become a chef. So he's offered a chance to break out of his contract if he'll complete one last job: retrieving his chief's wayward son Travis (Seann William Scott) from the South American Jungles. Just one small problem: weirdo local crimelord Hatcher (Christopher Walken) is also after Travis... Given the patchy history of Hulk Hogan and co, at least outside of the ring, you might not expect much from The Rock. But as The Scorpion King proved, the man can actually act. And he gets full chance to show off his comedy skills in this slick, fast moving comedy ride.

42

トクセンジョウホウトクセンジョウホウ Films from another space and time

ANIMANIA

KING OF BANDIT JING: VOLUME 3

Jing's good storytelling and crisp artwork are let down by the [illegible] out-of-place humour. Still, the series is ideal for casual viewers as there's no continous storyline; each episode presents something [illegible] The show revolves around Jing, the bandit king roaming the land looking for stuff to nick. This is worth a watch especially if you're sick of looking at bloody robots.

91

NAJICA BLITZ TACTICS: VOLUME 2

The trouser-tenting duo return, and there's more fan service than ever. Fan service? Well, when female characters gratuitously flash their pants, that's fan service. The real gem here however is the commentary track by two of the voice actors who are *completely* wasted on the beer supplied by the production company.

67

YOU'RE UNDER ARREST

This collection of twenty minute shorts follows four [illegible] endowed lady cops as they clean up the streets of Tokyo. There's loads of sexual innuendo, loads of action and, thankfully, it never takes itself too seriously. You could do a lot worse than this but it's pretty hardcore and will baffle anime lightweights with its overt coldness.

82

ALSO RELEASED

TORQUE

■ Released 5 July ■ Cert 15 ■ Price £15.99

Brainless, over-stylised, adrenaline-fuelled nonsense about biker gangs. Worth watching only in a so-bad-it's-funny way. Plenty of ladies in leather though.

15

BLAZING SADDLES: 30TH ANNIVERSARY EDITION

■ Released 19 July ■ Cert 15 ■ Price £15.99

Mel Brooks is a comedy legend and this is one of his best efforts. It spoofs the Western genre with skill and laughs.

85

24: SERIES 3

■ Released 26 July ■ Cert 15 ■ Price £49.99

This season takes place two years after the last, but features everything we've come to enjoy – overblown plots, great camerawork and a cliff-hanger every episode...

82

ALONG CAME POLLY

■ Released 12 July ■ Cert 12 ■ Price £17.99

Ben Stiller can be very funny, but this is a strictly by-the-numbers rom-com only brought to life by the sexy Jennifer Aniston and the funny Philip Seymour Hoffman.

46

THE SIMPSONS COMPLETE SEASON 4
Released 2 August
Price £39.99

SCOOBY DOO 2: MONSTERS UNLEASHED
Released 27 August
Price £15.99

THE GIRL NEXT DOOR
Released 9 August
Price £15.99

PSM2 ME

We've got it! Or rather we had it until we had to give them it back... Sony's PSP is on the way to the UK in early 2005 and PSM2 got up close with the first UK prototype.

A handheld PlayStation? Genius idea. But how do you get the discs in there? Ah, best invent a new disc format that's tiny (but massive) and vibration proof. Right, now for the brains. Might as well incorporate the latest technology using NURBS rather than polygons to make better looking graphics with less processor strain. And what about connectivity? USB 2.0 ought to do it. Wait a minute, let's put in wireless technology to let you download and share stuff wherever you are. And... hang about... this isn't looking much like a handheld PlayStation any more...

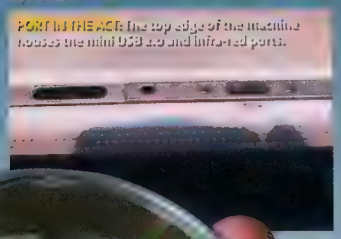
Yes, once again it's time to bid a hearty "welcome" to the future: a new Sony machine that doesn't just take existing technology and make it smaller, but creates a whole new way of being entertained on the move. This is the first step towards the next level. Forget what you know and [ulp...] say hello to PSP...

"THIS IS THE FIRST STEP TOWARDS THE NEXT LEVEL. FORGET WHAT YOU KNOW AND SAY HELLO TO PSP"

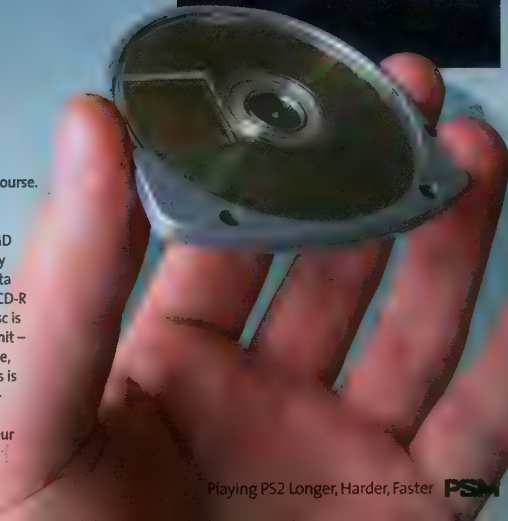
ETS PSP

YELLOW FEVER: One for the ladies perhaps, caught in the act of playing the Resi: Apocalypse trailer.

CAN YOU DIG IT: This switch enables the wireless network. Ready to connect up? Just throw the switch.



PORT IN THE ACE: The top edge of the machine houses the mini USB 2.0 and infra-red ports.



PSP: The Hardware

Before we get bogged down "jacking into Sony's cyberworld" take in the following raw PSP tech-spec factoids.

PSP will initially come in a black colour (but with the many customised paint jobs we've seen it seems certain that the launch model will be bolstered by an array of neon yellows and pastel pinks). It has a 16:9 landscape arranged TFT LCD display which is brighter than most LCD displays and (frankly) much better than Plasma displays costing many times more. The full machine is 170mm by 74mm by 23mm and it weighs 260 grams – about the same as a video cassette (minus box). The display can show 16.77 million colours (ie, full colour) and is 480 by 272 pixels in size, which sounds quite blocky, but looks pin sharp and curvy smooth on the display. It has built-in stereo speakers (ie, two speakers), a headphone socket with a connector for a wired remote control built-in, and brightness and sound mode selection keys.

For input and output there is a USB 2.0 port and wireless 802.11b (Wi Fi) wireless LAN (local area network) which provides connectivity to any similarly equipped device. Short term this will allow wireless connection between PSPs for sharing content and playing multi-player games. Long term it'll let you share stuff between your PS3 and download data from Sony via wireless hotspots (see over the page).

The PSP also features a Memory Stick PRO Duo slot – taking the shorter, smaller 'Duo' version of Sony's ubiquitous Memory Stick. The 'PRO' tag is reserved for cards of 256Mb or larger. The machine will take smaller capacity sticks (or larger) of course. Currently Duo Pro sticks go right up to a massive 1Gb in capacity.

The main event, however, is the new UMD disc (Universal Media Disc) which, though only 60mm in diameter can hold up to 1.8Gb of data (three times as much as the physically larger CD-R or CD-RW). In a clampdown on piracy, each disc is coded with a unique number, as is each PSP unit – so it's possible for software makers (be it game, music or movie) to lock discs to machines. This is something Sony are doubtless very proud of – making bouncing copywritten data between machines impossible and 'copying discs for your mates' a thing of the past.

PSP: Hands-On

It's bigger than you think, but cooler than you'd believe. Here's how Sony's first prototype PSP feels in the hand and on the move.

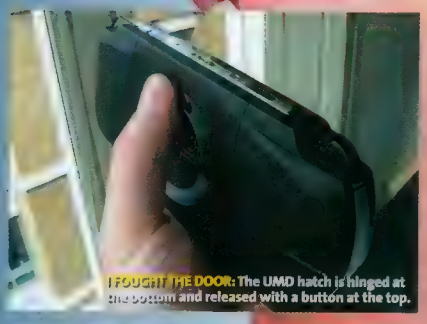
The one overwhelming thought after our meeting with Sony Europe's only PSP prototype is that it's big (all thanks to that screen) and amazingly solid. You could really hurt someone with it. Build quality is top notch and the hard, shiny casing on the front looks sleek and sexy – a million miles away from the cheap 'n' cheerful, fell-out-of-a-Kinder-egg look of certain other handhelds. But what's this? It's covered in fingerprints and scratches already! It seems that all that hard shininess comes at a price – your PSP is going to get scratched up royally once you begin using it regularly. And heaven help the screen. Some kind of protective wallet will be an essential purchase to keep yours grunge free and pristine.

The clear shoulder buttons are cool (being made of solid, clear plastic) and the neckstrap ring (bottom left) feels very secure, being part of the overall metal chassis of the machine that runs around its outermost edge. Switchgear feels solid (exactly as you would find on a Sony digital camera) and the D-pad and 'shape' buttons have clearly been designed to replicate the feel and weight of the existing Dual Shock 2 pad. If anything though they feel more solid, with less 'throw' on them in order to make the front of the machine as flat and feature-free as possible. The biggest surprise was that the back of the machine isn't flat at all. There are two distinct 'bulges' at either end, and while this makes the machine a comfortable fit in the fingertips it's a bit of a swizz, making it overall slightly fatter than we thought. We guess that with the battery pack at one end and the memory stick gubbins at the other they needed a little extra space in the case.

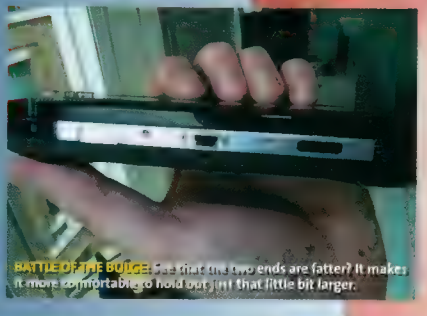
"IT'S LITERALLY COLD TO THE TOUCH, LIKE AN EXPENSIVE LAPTOP"

The back coating is a softer, more pliable plastic than the shell-like front, with a rubbery feel – just the thing to stop it from slipping out of sweaty fingers like a buttered bar of soap as you go for that *PES* hat-trick. Similarly designed with fingers in mind is the tiny analogue stick. What at first appears like a tiny speaker is, in fact, the top of an analogue joystick that magically slides around the surface of the machine, getting stiffer the further you move it from its centre position. Its range is about 1.5cm. The top is firm, but slightly squishy, with a dotted texture to ensure maximum purchase on your thumb tip.

It's cool (and literally cold to the touch, like an expensive digital camera or laptop) and it packs in an amazing amount of features into one highly desirable, very loveable design.



I FOUGHT THE DOOR: The UMD hatch is hinged at the bottom and released with a button at the top.



BATTLE OF THE BULGE: See that the two ends are fatter? It makes it more comfortable to hold out just that little bit larger.

The Add-Ons

Just got your PSP? Now splash out on a whole display case-full of gorgeous matching gadgets.

1] THE BATTERY PACK

What will it allow you to do?

Have longer battery life – at least as much again as the standard built-in battery pack.

2] THE CARRY CASE

What will it allow you to do?

Carry your PSP around without scratching the lovely slick display (shame it looks like your Nan's make-up bag).

3] THE KEYBOARD

What will it allow you to do?

Key in messages and notes and store them or send them wirelessly to anyone.

4] THE PHONEPAD

What will it allow you to do?

Use your PSP as a telephone (required the additional telephony hardware add-on).

5] THE GPRS MODULE

What will it allow you to do?

Download content and transmit phone functions (voice, SMS, downloads of video, music, etc) like todays nicer phones do.

6] THE STRAP AND PHONES COMBO

What will it allow you to do?

Carry your PSP around your neck (oof!) while listening to music via the built in headphones.

Things you CAN do with PSP

Put your movies and music onto Memory Stick

If you're prepared to buy more sticks (than the yet-to-be-confirmed one you get in the box) then you can put your CDs and even last night's telly onto sticks (PC permitting).

Play Games

Of course, a lot of the first games will be 'conversions' or 'adaptations' of existing PS2 titles, but the portable medium and wireless connectivity will kick-start a whole load of PSP only titles. And that NURB technology and screen give PSP games a distinctive look.

Make phone calls, take photos, download stuff...

With the optional add-ons (and future services to be arranged by Sony) you'll be able to use your PSP as a phone with all the 'net-lite' features today's GPRS smartphones enjoy.

Impress ladies

Even the most hard-hearted beanie could not fail to be impressed when you unsheathe the PSP. It's like reaching in your back pocket and pulling out a Ferrari.

Things you CAN'T do with PSP...

Wear it round your neck

Yes, there is an optional neck-strap available (with neat-o built-in headphones), but we wouldn't advise it. Imagine 'casually' carrying the bible or VHS copy of Flashdance on a chain around your neck. It's not happening is it?

Put it in your back pocket

By all means do this if a) You want to snap it in half when you sit down, or b) You want a tea-leaf to half-inch it. Only the most voluminous of pants will offer enough pocketage to keep your PSP out of sight – your standard fun-breeks will leave at least half its mass to the open air ready for rapid theft or screen-fuddling scratch-me-do.

Use it in the bath

It's not waterproof. Dumbass.

Set off on a long journey...

... with a pocketful of UMD movies and the intention of watching the lot. You'll have to stop off and charge the bugger up – you only get two and a half hours of movie playback. That means leaving Frodo and Sam stranded halfway up Mount Doom.

The Ultimate Test

We ran the first PSP design past our Milf (the grumpiest malcontent in the world) and he casually dismissed the prototype as "OK, I suppose". It only seemed fair therefore to listen to his [ahem] genius appraisal of the finished machine. Here's his top ten PSP gripes. (If he'd have designed it, it would have been ruddy magic of course.)

1) "2.5hours battery life for movie playback!? They're having a giraffe."

3) "Those top shoulder buttons are a bit too square-on to the machine. Buttons on the underside would much feel more natural."

4) "Nice analogue stick, but it's a bit too low down. My thumb goes into spasms."

5) "Copyright software that prevents us from sharing stuff with our mates? Sod that."

6) "They've got to throw in a free scratch-proof case. I'm gonna rax that right up, no bother."

7) "I'm going to need a massive stick in there. 256Mb at least. Free. In the box. 1Gb would be better though..."

8) "The speakers are tiny. Are they sure it's going to go loud enough?"

9) "So is it a phone or not? How much is the keypad and GPRS add-on? I'm not carrying a phone AND a PSP with me."

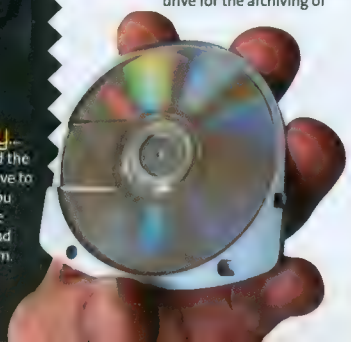
10) "Can you get bongo on it?"

This Is The Future!

PSM2 confidently predicts:

Because the PSP is the first foot in your door to the next generation of Sony hardware it has features built-in that you won't be able to use yet, but [puts on hand-woven speculative PS3 jumper] once PS3 comes out it will all make sense. Yes, soon we'll all be wearing hoverboots and eating 'roast beef' nutro-tablets on our way to the moon. Or something.

1 PS3 will have a UMD slot and you'll be able to record on it. It goes without saying that the PS3 will also have a DVD drive for the playback of DVD movies and PS2 games and a hard-drive for the archiving of 'your stuff' and the recording of TV shows. So you'll be able to rip your music and movies to the hard-drive of your PS3 then 'burn' a UMD to enjoy on your playback-only PSP. Soon no rucksack will be without a UMD featuring 'Fists of Fury' (compressed 'lo-quality'), last Sunday's 'Top Gear' and the new Maroon 5 album.



2 We'll bet our nethersacks that PS3 will have 802.11b wireless technology built in – just like PSP already does. This means that once you've got your guff on your PS3 you'll be able to access it from your PS2 from within a 100m radius. So you can watch TV, via your PS3's tuner and flick through channels etc. You could listen to your CD collection or watch a movie you've recorded or ripped. Or give a DVD a spin, and all without resorting to the UMD disc or potentially paltry memory stick at all. Hell, you could in theory play PS3 games on your PSP remotely, with your D-pad pushes being transmitted to your PS3 and the PS3 video and audio feed being sent back. Imagine it – now you can watch Episode 3 in the potting shed or play *GT5* on the bog.

3 802.11b wireless connectivity has a limited range, but if Sony (and partners) erect transmitters in public places (like mobile phone companies have done for the past ten years for mobile phones) then you could conceivably be able to log on and get at your stuff from anywhere with PSP. No more carrying discs and sticks pre-loaded with your entertainment – in the future you could access your PS3 via PSP and play content whenever you are in range of a transmitter. Plus, of course, Sony could let you download new content (games, movies, music) to your PSP or have it sent to your PS3 all from the back of the bus (for a small charge of course). Literally anything is possible. CD and DVD shops are bricking it.

4 Sony will soon be drilling ports into the back of your skull and beaming pictures directly into your brain... (OK, we'd best stop now).

Sticky Situation

So, you can't write your own UMD discs (yet). Thank God the Memory Stick Duo slot lets you store your stuff...

Plug your PSP into your PC via the USB 2.0 port (or use the built-in infrared connector) and transfer your pics, music and movies onto your Memory Stick stuffed inside your PSP. Sounds great, but do beware. Music files eat stick space at the rate of a megabyte a minute – that's 128 minutes (ie, 3 CDs) on a 128Mb stick. And movie files of VHS quality clock in at 6Mb per minute. That's about 20 minutes on a 128Mb stick. Not really a lot then.

So, how do you get video and sounds onto it then? Well, Sony hate MP3. They have their own superior-sounding format instead – ATRAC. They already use this on Minidisc and it's 'highly likely' that a version of their existing Memory Stick Walkman software will be used to get your choons on your PSP. It's a library program like iTunes that lets you store your CDs and MP3s (converted to ATRACs by the program) on your PC. You can then bounce them over to your PSP's stick for storage and playback.

"YOU'LL NEED 512MB OF STICK SPACE TO MAKE A MOVIE WATCHABLE"

As for getting your existing DVD movies onto your PSP, it's highly unlikely that Sony will include a 'DVD ripping' bit of software with their PSP. They're massively strict when it comes to piracy matters and thanks to owning Sony Pictures (makers of the Spider-Man movies etc) they don't want you copying their movies. Instead you'll be able to play back Windows Media files (as you can on their P800 – pictured – and P900 smartphones). So, if you already have a bit of DVD ripper software on your PC and can compress the file down to a usable WMA file then you're up and running. Rip it, convert it and then transfer it to stick via USB. Just remember that 30 minutes of video on a 128Mb memory stick will be pretty cruddy quality. Getting a whole movie on a stick? You're going to need 512Mb or even 1Gb of stick space to make it watchable. And at £100 for a 512Mb stick it's not cheap.

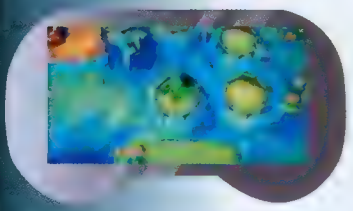
Sounds like a lot of effort? That's because Sony want you to buy your movies and music afresh on UMD.

Armored Core: Formula Front
The obligatory Sony launch Mech game

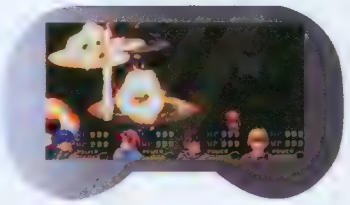
Ape Escape
Startlingly similar to *Ape Escape 2*

Death Jr.
Comedy platformer with 'hilarious' death theme

Dokodemo Issh
Barmy cuddliness with a virtual pet



Frogger
Frankly unwelcome, simplistic platformer



The Gagharv
Isometric japanese RPG. Yes. Quite

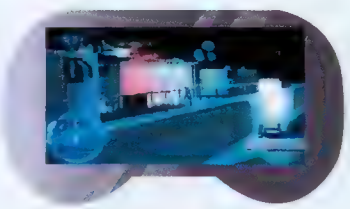
PSP: The Games

Here's the full gamut of games Sony have running on PSP so far. Check out next months DVD for video of each of them in action!

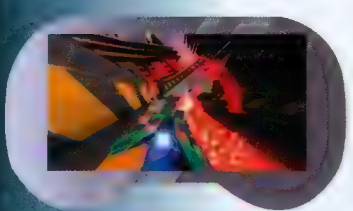
Metal Shell
Very early-looking tank combat game

NBA Shootout 2005
Pocket basketball

Spider-Man
Looks like the old *SP* game rather than *SP2*



Syphon Filter
All-new third-person action adventure



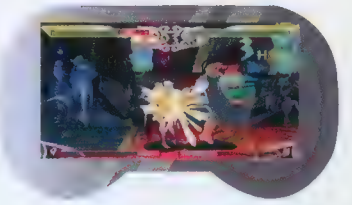
Wipeout Pure
The return of the legendary sled-racer

WRC
The officially-licenced rally game

ATV Offroad Fury
Four-wheeled motorbikes go crazy

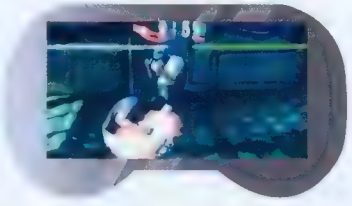
BBG
Bash buttons to enable singing and dancing

Crazy Racing Kart Rider
Cutesy car racing



Darkstalkers Chronicle
Mad and bad old skool 2D beat-'em-up

Dynasty Warriors
Familiar swishy sword mayhem

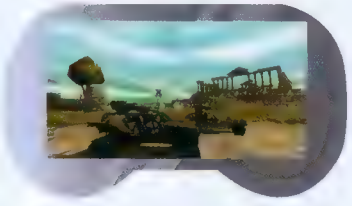


Fighting Spirits
Innovative first-person beat-'em-up

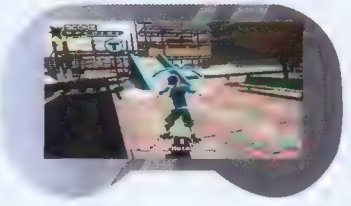
Formula One 04
Portable version of Sony's annual F1 game

Free Running
Eidos do game based on the wall-clamboring 'sport'

Gran Turismo Mobile
Footage was lifted from *GT4*. No in-game shown

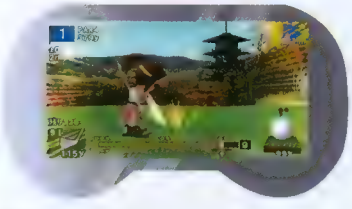


Hard Corps
PSP version of online tank battler *Hardware*

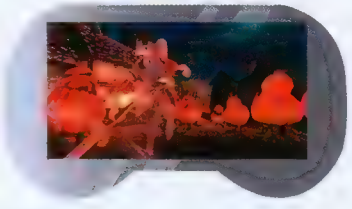


Tony Hawk's Pro Skater
Looking for all the world as good as *THUG2*

Exploration Based Horror FPS
The clue is in the 'working' title



Hotshots Golf
Portable version of the hit Japanese cutesy golf



MediEvil
Dan's back. Skeletal character action sequel

Mercury
Interesting-looking bubble-guiding puzzle game

Metal Gear Acid
Turn-based strategy take on *MGS* stealth/action

New Ridge Racer
Screenshots look like a *Ridge Racer* compilation

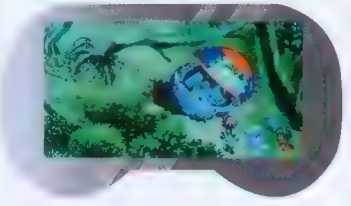
NHL Faceoff 2005
Pocket ice hockey

Puyo Pop Fever
The everlasting puzzle smash on PSP

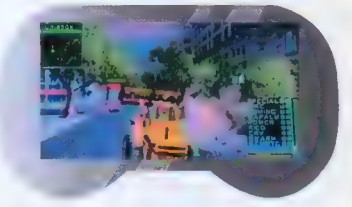
Rengoku
Spikey man wanders around hitting things

Ten no kagi
Like *Dynasty Warriors*. Nuff said

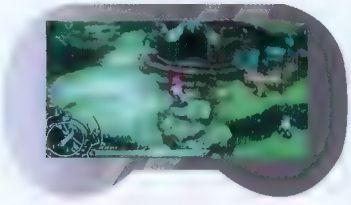
This Is Football 2005
Expect major online wireless link-up with this one



T.O.E
Gorgeous-looking Jap RPG with anime cutscenes



Twisted Metal: World Tour
More cars with guns



Ys - The Ark of the Napishtim
Famous Japanese RPG series

Zero Hour
Third-person *Dead To Rights*-style shooter

PSM2 PRESENTS

THE TRUTH

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge...

YOUR KEY

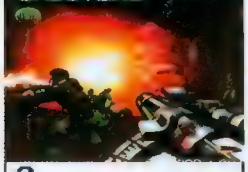
- GOLD AWARD — A game scoring 90% or more. An absolute classic!
- SILVER AWARD — A top-notch PS2 title that scored between 80-89%
- BRONZE AWARD — A very enjoyable and solid game scoring 70-79%

TOP FIVE

DRIVING

1. GRAN TURISMO 3
2. BURNOUT 2: POINT OF IMPACT
3. COLIN MCRAE RALLY 4
4. NEED FOR SPEED: UNDERGROUND
5. WORLD RALLY CHAMPIONSHIP 3

FIRST-PERSON SHOOTERS



1. TIMESPLITTERS 2
2. HALF-LIFE
3. MEDAL OF HONOR: FRONTLINE
4. DEUS EX
5. RED FACTION 2

ACTION

1. GRAND THEFT AUTO: VICE CITY
2. METAL GEAR SOLID 2: SUBSTANCE
3. ONIMUSHA 3
4. MANHUNT
5. FREEDOM FIGHTERS

13 (XIII) 87%
Publisher> Ubisoft Issue> #42

2002 FIFA WORLD CUP 71%
Publisher> EA Issue> #22

7 SAMURAI 72%
Publisher> Konami Issue> #11

ACE COMBAT 4: SHATTERED SKIES 85%
Publisher> Namco Issue> #17

ACTIVISION ANTHOLOGY 40%
Publisher> Activision Issue> #36

AGE OF EMPIRES II 78%
Publisher> Konami Issue> #15

AGGRESSIVE INLINE 83%
Publisher> Acclaim Issue> #24

AIRBLADE 71%
Publisher> Sony Issue> #16

ALIAS 79%
Publisher> Acclaim Issue> #47

ALEX FERGUSON'S PLAYER MANAGER 65%
Publisher> 3DO Issue> #15

ALL-STAR BASEBALL 2004 67%
Publisher> Acclaim Issue> #35

ALONE IN THE DARK: THE NEW NIGHTMARE 66%
Publisher> Atari Issue> #15

ALTER ECHO 66%
Publisher> THQ Issue> #41

AMPLITUDE 63%
Publisher> Sony Issue> #40

APE ESCAPE 2 83%
Publisher> SCEI Issue> #30

[illegible] 73%
Publisher> SCI Issue> #04

ARCTIC THUNDER 58%
Publisher> Midway Issue> #16

ARC: TWILIGHT OF SPIRITS 68%
Publisher> Sony Issue> #46

ARMORED CORE 2: ANOTHER AGE 56%
Publisher> Metro Issue> #24

ARMY MEN AIR ATTACK: BLADE'S REVENGE 47%
Publisher> 3DO Issue> #11

ARMY MEN RTS 56%
Publisher> 3DO Issue> #24

ARMY MEN: SARGE'S HEROES 2 40%
Publisher> 3DO Issue> #09

A-TRAIN 6 60%
Publisher> Midas Issue> #49

ATV OFFROAD FURY 3 73%
Publisher> THQ Issue> #40

ATV QUAD POWER RACING 2 68%
Publisher> Acclaim Issue> #33

ASTERIX AND OBELIX XXL 60%
Publisher> Atari Issue> #46

AUTO MODELLISTA 80%
Publisher> Capcom Issue> #28

BAD BOYS 2 51%
Publisher> Empire Issue> #48

BACKYARD WRESTLING 45%
Publisher> Eidos Issue> #42

BALDUR'S GATE: DARK ALLIANCE 70%
Publisher> Virgin Interactive Issue> #17

BALDUR'S GATE: DARK ALLIANCE 2 82%
Publisher> VU Games Issue> #44

BARBARIAN 66%
Publisher> Titus Issue> #25

BASS STRIKE 64%
Publisher> THQ Issue> #18

BATMAN VENGEANCE 48%
Publisher> Ubisoft Issue> #17

BATMAN VS. THE ARMY OF TSU 43%
Publisher> Ubisoft Issue> #44

BATTLE ENGINE AQUILA 19%
Publisher> Atari Issue> #31

BATTLESTAR GALACTICA 59%
Publisher> Vivendi Issue> #44

BEN HUR: BLOOD OF BRAVES 42%
Publisher> Microids Issue> #34

BEYOND GOOD AND EVIL 92%
Publisher> Ubisoft Issue> #42

BIG MUTHA TRUCKERS 19%
Publisher> Empire Issue> #31

BIONICLE 38%
Publisher> EA Issue> #41

BLADE 2 51%
Publisher> Activision Issue> #28

BLOOD OMEN 2 79%
Publisher> Eidos Issue> #22

BLOODRAYNE 67%
Publisher> Vivendi Issue> #36

BMX XXX 58%
Publisher> Acclaim Issue> #30

BOMBERMAN KART 51%
Publisher> Konami Issue> #41

BOUNCER, THE 66%
Publisher> SCEE Issue> #11

BOXING CHAMPIONS 40%
Publisher> Midas Issue> #41

BRIGADE OF THE DRAGON QUARTET 71%
Publisher> Capcom Issue> #41

BRITNEY'S DANCE BEAT 58%
Publisher> THQ Issue> #24

BUFFY THE VAMPIRE SLAYER CHAOS BLEEDS 76%
Publisher> Vivendi Issue> #41

BUJINGAI 62%
Publisher> Taito Issue> #47

BURNOUT 89%
Publisher> Acclaim Issue> #15

BURNOUT 2: POINT OF IMPACT 91%
Publisher> Acclaim Issue> #28
Beautiful, emotional racing that you have to play to fully appreciate.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001 83%
Publisher> Capcom Issue> #17

CART FURY 65%
Publisher> Midway Issue> #12

CASPER: SPIRIT DIMENSIONS 48%
Publisher> TDK Mediactive Issue> #22

CASTLEWEEN 45%
Publisher> Wanadoo Issue> #30

CAT IN THE HAT, THE 27%
Publisher> Vivendi Universal Issue> #48

CEL DAMAGE OVERDRIVE 50%
Publisher> Play It Issue> #36

CENTRE COURT: HARD HITTER 2 62%
Publisher> Midas Issue> #33

CHAMPIONS OF NORRATH: REALMS OF EVERQUEST 82%
Publisher> Ubisoft Issue> #47

CHAOS LEGION 44%
Publisher> Capcom Issue> #39

CHOPLIFTER: CRISIS SHIELD 48%
Publisher> Xicat Interactive Issue> #35

CIRCUS MAXIMUS: CHARIOT WARS 55%
Publisher> THQ Issue> #25

CITY CRISIS 62%
Publisher> Take 2 Issue> #16

CLOCK TOWER 3 59%
Publisher> Capcom Issue> #37

CLUB FOOTBALL 61%
Publisher> Codemasters Issue> #42

COLIN MCRAE RALLY 04 92%
Publisher> Codemasters Issue> #40
A defining moment for rally games. If you like rallying, you've got to get this.

COMMANDOS 2: MEN OF COURAGE 79%
Publisher> Eidos Issue> #24

CONFLICT: DESERT STORM 78%
Publisher> SCI Issue> #27

CONFLICT DESERT STORM 2 84%
Publisher> SCI Issue> #39

CONFLICT: ZONE 79%
Publisher> Ubisoft Issue> #22

CONTRA: SHATTERED SOLDIER 52%
Publisher> Konami Europe Issue> #32

CRASH BANDICOOT: THE WRATH OF CORTEX 66%
Publisher> Vivendi Issue> #17

CRAZY TAXI 90%
Publisher> Acclaim Issue> #10

CRICKET 2002 41%
Publisher> EA Issue> #18

CROUCHING TIGER, HIDDEN DRAGON 35%
Publisher: Ubisoft Issue> #44

[illegible] 94%
Publisher> Konami Issue> #50

DAKAR 2 50%
Publisher> Acclaim Issue> #34

DANCE UK 67%
Publisher> Big Ben Issue> #42

DANCING STAGE MEGAMIX 89%
Publisher> Konami Europe Issue> #36

DARK ANGEL 45%
Publisher> Vivendi Issue> #34

DARK CHRONICLE 90%
Publisher> Level-5 Issue> #37
Debatably better than *Final Fantasy X*, but edged out in pomp and presence.

DARK CLOUD 81%
Publisher> Sony Issue> #11

DARK SUMMIT 56%
Publisher> THQ Issue> #21

DAVE MIRRA FREESTYLE BMX 2 76%
Publisher> Acclaim Issue> #14

DEAD OR ALIVE 2 93%
Publisher> SCEE Issue> #05

DEAD TO RIGHTS 85%
Publisher> EA Issue> #38

DITRACTOR 79%
Publisher> Midway Issue> #31

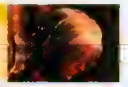
DEF JAM VENDETTA 75%
Publisher> EA Issue> #36

DETONATOR 69%
Publisher> Midas Issue> #47

DESTRUCTION DERBY ARENAS 42%
Publisher> Sony Issue> #45

DEUS EX: THE CONSPIRACY 85%
Publisher> Eidos Issue> #22

DEVIL MAY CRY 90%
Publisher> Capcom Issue> #15
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.



DEVIL MAY CRY 2 72%
Publisher> Capcom Issue> #33

DIE HARD VENDETTA 54%
Publisher> Vivendi Issue> #38

DINO STALKER 58%
Publisher> Capcom Issue> #26

DISGAEA: HOUR OF DARKNESS 89%
Publisher> Koei Issue> #49

DISNEY'S EXTREME SKATE ADVENTURE 73%
Publisher> Disney Issue> #40

DISNEY'S STITCH: EXPERIMENT 626 64%
Publisher> Disney Issue> #27

DONALD DUCK PK 64%
Publisher> Ubisoft Issue> #30

DOWNFORCE 64%
Publisher> Titus Issue> #23

DOT HACK INFECTION: PART ONE 58%
Publisher> Atari Issue> #47

DOWNHILL DOMINATION 80%
Publisher> Codemasters Issue> #46

DRAGON BALL Z: BUDOKAI 60%
Publisher> Atari Issue> #30

DRAKAN: THE ANCIENTS' GATES 79%
Publisher> Take 2 Issue> #50

DRAGON RAGE 43%
Publisher> 3DO Issue> #23

DRAKAN: THE ANCIENTS' GATES 78%
Publisher> Sony Issue> #20

DRIV3R 90%
Publisher> Atari Issue> #50
A technical marvel that sets a new benchmark. Balls-out street-driving fun.

DRIVEN 46%
Publisher> Bam! Issue> #17

DRIVING EMOTION TYPE-S 57%
Publisher> Squaresoft Issue> #01

DR MUTO 59%
Publisher> Midway Issue> #33

DROME RACERS 50%
Publisher> EA Issue> #31

DROPSHIP 78%
Publisher> Sony Issue> #18

DYNASTY TACTICS 2 69%
Publisher> Koei Issue> #44

DYNASTY WARRIORS 3: XTREME LEGENDS 69%
Publisher> Koei Issue> #34

DYNASTY WARRIORS 4 80%
Publisher> Koei Issue> #37

DYNASTY WARRIORS 4: XTREME LEGENDS 70%
Publisher> Koei Issue> #46

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE 52%
Publisher> Sony Issue> #18

EGGO MANIA 40%
Publisher> Kemco Issue> #27

EJAY CLUBWORLD 84%
Publisher> Empire Issue> #26

ENDGAME 49%
Publisher> Empire Issue> #25

ENGLAND INTERNATIONAL FOOTBALL 62%
Publisher> Codemasters Issue> #49

ENTER THE MATRIX 81%
Publisher> Atari Issue> #37

EVE OF EXTINCTION 71%
Publisher> Eidos Issue> #22

EPHEMERAL FANTASIA 87%
Publisher> Konami Issue> #12

ESCAPE FROM MONKEY ISLAND 82%
Publisher> Activision Issue> #12

ESPN NBA 2NIGHT 2002 72%
Publisher> Konami Issue> #24

ESPN NHL HOCKEY 78%
Publisher> Sega Issue> #44

ESPN INTERNATIONAL TRACK & FIELD 63%
Publisher> Konami Issue> #04

ESPN INTERNATIONAL WINTER SPORTS 55%
Publisher> Konami Issue> #20

ESPN NATIONAL HOCKEY NIGHT 68%
Publisher> Konami Issue> #09

ESPN X GAMES SKATEBOARDING 62%
Publisher> Konami Issue> #15

ESPN WINTER X GAMES SNOWBOARDING 70%
Publisher> Konami Issue> #04

ESPN WINTER X GAMES SNOWBOARDING 2 69%
Publisher> Konami Issue> #20

EVERBLUE 2 56%
Publisher> Capcom Eurosoft Issue> #34

EVERQUEST ONLINE ADVENTURES 79%
Publisher> SCEE Issue> #41

EVIL DEAD: A FISTFUL OF BOOMSTICK 68%
Publisher> THQ Issue> #37

EVOLUTION SKATEBOARDING 54%
Publisher> Konami Issue> #33

EVOLUTION SNOWBOARDING 43%
Publisher> Konami Issue> #33

EXTERMINATION 79%
Publisher> Sony Issue> #09

EXTREME-G 3 60%
Publisher> Acclaim Issue> #13

EYE TOY: PLAY 82%
Publisher> SCEE Issue> #38

F1 2002 84%
Publisher> EA Issue> #24

F1 CAREER CHALLENGE 58%
Publisher> EA Issue> #37

F1 RACING CHAMPIONSHIP 66%
Publisher> Ubisoft Issue> #07

FALLOUT: BROTHERHOOD OF STEEL 46%
Publisher> Interplay Issue> #48

FAME ACADEMY 38%
Publisher> Ubisoft Issue> #44

FANTAVISION 85%
Publisher> SCEE Issue> #01

FATAL FRAME 2 62%
Publisher> Tecmo Issue> #45

FELLOWSHIP OF THE RING, THE 79%
Publisher> Vivendi Issue> #30

FERRARI F355 CHALLENGE 67%
Publisher> SCEE Issue> #27

FIFA 2003 81%
Publisher> EA Issue> #29

FIFA 2004 86%
Publisher> EA Issue> #42

FIGHT NIGHT 2004 88%
Publisher> EA Issue> #48

FINAL FANTASY X 91%
Publisher> SCEE Issue> #23
The most life-swallowing RPG of them all – even with the random battles.

FINAL FANTASY X-2 89%
Publisher> Square Enix Issue> #36

FINAL FANTASY XI (IMPORT) 85%
Publisher> Square Enix Issue> #49

FINAL FANTASY X-2 83%
Publisher> Square Enix Issue> #44

FINDING NEMO 71%
Publisher> THQ Issue> #41

FIREBLADE 68%
Publisher> Midway Issue> #24

FIREFIGHTER F.D.18 78%
Publisher> Konami Issue> #49

FLUID 79%
Publisher> Ubisoft Issue> #45

FORBIDDEN SIREN 80%
Publisher> Sony Issue> #44

FORMULA ONE 2001 84%
Publisher> Sony Issue> #09

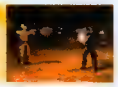
FORMULA ONE 2002 68%
Publisher> SCEE Issue> #29

FORMULA ONE 2003 85%
Publisher> SCEE Issue> #39

FREAKOUT 79%
Publisher> Swing! AG Media Issue> #13

FREAKY FLYERS 77%
Publisher> Midway Issue> #42

FREEDOM FIGHTERS 92%
Publisher> EA Issue> #40
An utterly compelling squad-based shooter that's intelligent and addictive.



FREEKSTYLE 59%
Publisher> EA Issue> #25

FREESTYLE METAL X 74%
Publisher> EA Issue> #40

FREQUENCY 64%
Publisher> SCEE Issue> #23

FUR FIGHTERS 86%
Publisher> Acclaim Issue> #10

FUTURAMA 79%
Publisher> SCi Issue> #37

G1 JOCKEY 3 43%
Publisher> Koei UK Issue> #34

GALERIANS: ASH 50%
Publisher> Big Ben Issue> #34

GALLOP RACER 39%
Publisher> Zoo Digital Issue> #41

GETAWAY, THE 78%
Publisher> SCEE Issue> #31

GHOST RECON 65%
Publisher> Ubisoft Issue> #30

GHOST RECON: JUNGLE STORM 75%
Publisher: Ubisoft Issue> #47

GIANTS: CITIZEN KABUTO 80%
Publisher> Interplay Issue> #17

GIFT 51%
Publisher> Acclaim Issue> #12

GITAROO MAN 79%
Publisher> THQ Issue> #22

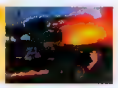
GLADIUS 52%
Publisher> Activision Issue> #42

GOBLIN COMMANDER: UNLEASH THE HORDE 65%
Publisher> Jaleco Issue> #47

GRANDIA 2 45%
Publisher> Ubisoft Issue> #23

GRAND PRIX CHALLENGE 45%
Publisher> Atari Issue> #31

GRAND THEFT AUTO 3 92%
Publisher> Take 2 Issue> #16
Its vast scope and and tiny touches are some of the most impressive on PS2.



GRAND THEFT AUTO: VICE CITY 97%
Publisher> Rockstar Games Issue> #29
The music, the styling, the freedom... nothing beats it. A great leap for games.

GRAN TURISMO 3 93%
Publisher> Sony Issue> #13
The most complete racing game yet and one you can truly sink your teeth into.

GRAN TURISMO 3: A-SPEC 79%
Publisher> Sony Issue> #50

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA 77%
Publisher> SCEE Issue> #25

GRAVITY GAMES BIKE: STREET, VERT, DIRT 48%
Publisher> Midway Issue> #28

GREAT ESCAPE, THE 77%
Publisher> SCi Issue> #39

GUNGRIFFON BLAZE 70%
Publisher> Capcom Issue> #42

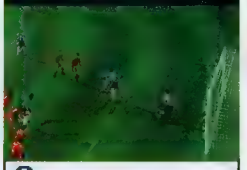
FIGHT NIGHT 2004: Unquestionably the hardest hitting boxing game on PS2.

TOP FIVE

PLATFORMERS

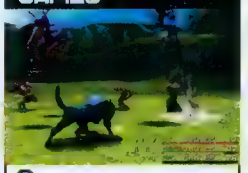
1. JAK 2: RENEGADE
2. RATCHET & CLANK
3. JAK & DAXTER
4. RATCHET & CLANK 2
5. MAXIMO

SPORTS



1. PRO EVOLUTION SOCCER 3
2. TONY HAWK'S PRO SKATER 3
3. SSX3
4. FIGHT NIGHT
5. TIGER WOODS 2004

ROLE PLAYING GAMES



1. FINAL FANTASY X
2. DARK CHRONICLE
3. KINGDOM HEARTS
4. FINAL FANTASY X-2
5. DISGAEA: HOUR OF DARKNESS

ODD BALL

When I go round, baby round round
Spend the night on me

1. SINGSTAR
2. EYETOY: PLAY
3. DANCING STAGE MEGAMIX
4. KATAMARI DAMASHII
5. GITAROO MAN

TOP FIVE

DAN D'S FAVORITE GAMES OF ALL TIME

1 PRO EVOLUTION SOCCER 3

The most sublime and essential PS2 version of football ever made. Experience a near-perfect game.

2 ICO

Broke new ground for creative gaming in a touching and beautiful adventure with a huge heart.

3 SSX3

A life-affirming game of great beauty and style set over three massive, rippable mountain peaks.

4 TONY HAWKS PRO SKATER 3

A trick-packed challenge with enough visceral impact to delight both casual and die-hard gamers.

5 ONIMUSHA 3

One of PS2's most rewarding experiences. It's a thing of beauty.

GROOVE RIDER 52%
Publisher> Play It Issue> #45

G-SURFERS 49%
Publisher> Midas Issue> #16

GTC AFRICA 74%
Publisher> Rage Issue> #16

GUILTY GEAR X2 84%
Publisher> Big Ben Issue> #35

GUNBALL 71%
Publisher> SCi Issue> #29

GUNDAM: FEDERATION VS ZEON 39%
Publisher> Atari Issue> #29

GUNFIGHTER 2: REVENGE OF JESSE JAMES 40%
Publisher> Ubisoft Issue> #35

GUNGRAVE 68%
Publisher> Activision Issue> #30

GUN VALKYRIE 70%
Publisher> Virgin Issue> #07

HALF-LIFE 90%
Publisher> Vivendi Issue> #16
A port of one of the best PC games ever made. This is a must-buy for all FPS fans.

HARDWARE ONLINE ARENA 68%
Publisher> SCEE Issue> #41

HARRY POTTER AND THE CHAMBER OF SECRETS 65%
Publisher> EA Issue> #31

HARRY POTTER: THE PHILOSOPHER'S STONE 55%
Publisher> EA Issue> #44

HAUNTED MANSION, THE 72%
Publisher> TDK Mediactive Issue> #46

HAVEN: CALL OF THE KING 61%
Publisher> Midway Issue> #29

HEADHUNTER 82%
Publisher> Sony Issue> #19

HERDY GERDY 69%
Publisher> Eidos Issue> #21

HIGH HEAT MAJOR LEAGUE BASEBALL 71%
Publisher> 3DO Issue> #24

HITMAN 2: SILENT ASSASSIN 87%
Publisher> Eidos Issue> #28

HITMAN: CONTRACTS 90%
Publisher> Eidos Issue> #49
A game that promotes experimentation and plays brilliantly. A twisted funhouse.

HOTWHEELS VELOCITY X MAXIMUM JUSTICE 51%
Publisher> THQ Issue> #31

HULK, THE 70%
Publisher> Vivendi Issue> #38

HUNTER WAYWARD: THE RECKONING 30%
Publisher> Vivendi Issue> #41

HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDITION 89%
Publisher> Capcom Issue> #46

ICO 89%
Publisher> SCEA Issue> #17

INDIANA JONES AND THE EMPEROR'S TOMB 80%
Publisher> Activision Issue> #39

INDYCAR SERIES 49%
Publisher> Codemasters Issue> #37

I-NINJA 66%
Publisher> SCEE Issue> #45

INTERNATIONAL CUE CLUB 56%
Publisher> Midas Issue> #24

ISLAND EXTREME STUNTS 65%
Publisher> SCEE Issue> #33

ISS3 76%
Publisher> Konami Issue> #34

ITALIAN JOB: LA HEIST, THE 51%
Publisher> Eidos Issue> #40

JADE COCOON 70%
Publisher> Ubisoft Issue> #22

JAK & DAXTER 89%
Publisher> Sony Issue> #18

JAK 2: RENEGADE 93%
Publisher> Sony Issue> #40
Vast, well-built and bursting with distractions. How can others compete?

JAMES BOND 007: EVERYTHING OR NOTHING 77%
Publisher> EA Issue> #46

JAMES BOND 007 IN AGENT UNDER FIRE 86%
Publisher> EA Issue> #17

JAMES BOND 007 NIGHTFIRE 79%
Publisher> EA Issue> #30

JET SKI RIDERS 38%
Publisher> Eidos Issue> #18

JONNY MOSELEY MAD TRIX 38%
Publisher> 3DO Issue> #20

JUDGE DREDD: DREDD VS DEATH 82%
Publisher> Vivendi Issue> #40

JUNGLE BOOK GROOVE PARTY 50%
Publisher> Ubisoft Issue> #10

JURASSIC PARK: OPERATION GENESIS 61%
Publisher> Vivendi Issue> #34

KATAMARI DAMACY 83%
Publisher> Namco Issue> #49

KARAOKE STAGE 85%
Publisher> Konami Issue> #49

KENGO 60%
Publisher> Ubisoft Issue> #09

KELLY SLATER'S PRO SURFER 79%
Publisher> Activision Issue> #28

KESSEN 2 66%
Publisher> KOEI Issue> #20

KILLSWITCH 78%
Publisher> Sony Issue> #44

KING OF ROUTE 66 44%
Publisher> Sega Issue> #41

KINGDOM HEARTS 88%
Publisher> SCEE Issue> #29

KING'S FIELD: THE ANCIENT CITY 54%
Publisher> Metro3D Inc Issue> #24

KLONOA 2 73%
Publisher> Namco Issue> #10

KNOCKOUT KINGS 2001 79%
Publisher> EA Issue> #07

KNOCKOUT KINGS 2002 83%
Publisher> EA Issue> #21

KUBO RUSTAGE 76%
Publisher> Empire Issue> #10

LAND OF THE DEAD: ROAD TO FIDDLER'S GREEN 73%
Publisher> Atari Issue> #45

LEGAIA 2: DUEL SAGA 59%
Publisher> Eidos Issue> #28

LEGENDS OF WRESTLING 2 68%
Publisher> Acclaim Issue> #33

LEGION: LEGEND OF EXCALIBUR 70%
Publisher> Midway Issue> #27

LEGO RACERS 2 42%
Publisher> Lego Software Issue> #18

LE MANS 24 HOURS 69%
Publisher> Atari Issue> #12

LETHAL SKIES 63%
Publisher> THQ Issue> #27

LETHAL SKIES 2 68%
Publisher> Big Ben Issue> #48

LE TOUR DE FRANCE 79%
Publisher> Konami Issue> #23

LE TOUR DE FRANCE 2: CENTENARY EDITION 83%
Publisher> Konami Issue> #38

LMA MANAGER 2005 84%
Publisher> Codemasters Issue> #29

LMA MANAGER 2004 87%
Publisher> Codemasters Issue> #47

LONDON RACER: WORLD CHALLENGE 59%
Publisher> Davilex Issue> #40

LOONY TUNES SPACE RACE 65%
Publisher> Atari Issue> #19

LORD OF THE RINGS: THE TWO TOWERS 78%
Publisher> EA Issue> #29

LOTUS CHALLENGE 60%
Publisher> Virgin Issue> #16

LMCS CRITTER COUNTRY HUNTER 79%
Publisher> Vivendi Issue> #38

MADDEN NFL 2004 87%
Publisher> EA Issue> #40

MAD MAESTRO! 70%
Publisher> Eidos Issue> #22

MAFIA 71%
Publisher> Take Two Issue> #46

MAGE KNIGHT, THE 74%
Publisher> SCEA Issue> #33

MARVEL VS CAPCOM 2 84%
Publisher> Capcom Issue> #29

MASTER RALLYE 55%
Publisher> Microids Issue> #24

MAXIMO 84%
Publisher> Konami Issue> #20

MAX PAYNE 82%
Publisher> Take 2 Issue> #19

MAX PAYNE 2: THE FALL OF MAX PAYNE 65%
Publisher> Rockstar Issue> #45

MDK 2 ARMAGEDDON 76%
Publisher> Interplay Issue> #09

MEDAL OF HONOR: FRONTLINE 89%
Publisher> EA Issue> #23

MEN IN BLACK 2: ALIEN ESCAPE 42%
Publisher> Atari Issue> #26

METAL ARMS: GLITCH IN THE SYSTEM 67%
Publisher> Vivendi Issue> #41

METAL GEAR SOLID 2 90%
Publisher> Konami Issue> #17
Near perfectly balanced and worth every bit of the hype. An all-time classic.

METAL GEAR SOLID 2: SUBSTANCE 72%
Publisher> Konami Issue> #33

METAL SLUG X 84%
Publisher> Playmore Issue> #39

MICRO MACHINES 59%
Publisher> Atari Issue> #30

MIDNIGHT CLUB 2 82%
Publisher> Rockstar Issue> #37

MIDWAY ARCADE TREASURES 48%
Publisher> Midway Issue> #45

MIKE TYSON HEAVYWEIGHT BOXING 61%
Publisher> Codemasters Issue> #23

MINORITY REPORT 60%
Publisher> Activision Issue> #31

MISSION IMPOSSIBLE: OPERATION SURMA 59%
Publisher> Atari Issue> #44

MONSTERS, INC 41%
Publisher> Sony Issue> #19

MORTAL KOMBAT: DEADLY ALLIANCE 83%
Publisher> Midway Issue> #33

MOTOGP 71%
Publisher> SCEE Issue> #35

MOTOR MAYHEM 63%
Publisher> Atari Issue> #15

MR GOLF 56%
Publisher> Midas Games Issue> #34

MR MOSKEETO 52%
Publisher> Eidos Issue> #22

MTV MUSIC GENERATOR 83%
Publisher> Codemasters Issue> #50

MTV MUSIC GENERATOR 2 90%
Publisher> Codemasters Issue> #10
A musical pandora's box, offering professional results to everyone.

MTX MOTOTRAX 78%
Publisher> Activision Issue> #49

MUMMY RETURNS, THE 46%
Publisher> Vivendi Issue> #17

MUSIC 3000 47%
Publisher> Jester Interactive Issue> #35

MX 2002 73%
Publisher> THQ Issue> #14

MX RIDER 62%
Publisher> Atari Issue> #15

MX SUPERFLY 72%
Publisher> THQ Issue> #27

MX UNLEASHED 73%
Publisher> THQ Issue> #48

MYSTIC HEROES 67%
Publisher> Koei UK Issue> #34

NAVAL OPS: WARSHIP GUNNER 63%
Publisher> Koei Issue> #41

NBA 2K1 72%
Publisher> Atari Issue> #35

NBA JAM 77%
Publisher> Acclaimissue> Issue> #42

NBA LIVE 2003 82%
Publisher> EA Issue> #31

NBA LIVE 2004 84%
Publisher> EA Issue> #42

NBA HOOPZ 70%
Publisher> Midway Issue> #07

NBA STREET VOL 2 85%
Publisher> EA Issue> #35

NEED FOR SPEED 85%
Publisher> EA Issue> #28

NEXT GENERATION TENNIS 2003 55%
Publisher> Wanadoo Issue> #38

NFL GAMEDAY 78%
Publisher> Atari Issue> #35

NFL STREET 64%
Publisher> EA Issue> #46

NHL 2003 69%
Publisher> EA Issue> #28

NHL HITZ 2003 84%
Publisher> Midway Issue> #28

NHL HITZ: PRO 80%
Publisher> Midway Issue> #42

NIGHTSHADE 73%
Publisher> Sega Issue> #46

NINJA ASSAULT 72%
Publisher> SCEE Issue> #27

[redacted] 71%
Publisher> Vivendi Issue> #21

NY RACE 40%
Publisher> Wanadoo Issue> #17

ONI 62%
Publisher> Take 2 Issue> #07

[redacted] 89%
Publisher> Capcom Issue> #27

ONIMUSHA 3 92%
Publisher> Capcom Issue> #50
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.

[redacted] 75%
Publisher> Capcom Issue> #45

OPERATION WINBACK 68%
Publisher> Koei Issue> #08

ORPHEN 56%
Publisher> Activision Issue> #04

[redacted] 73%
Publisher> SCEE Issue> #33

[redacted] 70%
Publisher> Sony Issue> #16

PARIS-DAKAR RALLY 60%
Publisher> Acclaim Issue> #15

PENNY RACERS 43%
Publisher> Midas Issue> #16

PETER PAN: LEGEND OF NEVERLAND 50%
Publisher> Sony Issue> #20

[redacted] 72%
Publisher> Activision Issue> #47

PIGLET'S BIG GAME 60%
Publisher> Gotham Games Issue> #39

PIRATES: LEGEND OF BLACK KAT 38%
Publisher> EA Issue> #21

POLICE 24/7 49%
Publisher> Konami Issue> #19

POOL MASTER 45%
Publisher> Take 2 Issue> #05

[redacted] 72%
Publisher> Awesome Studio Issue> #48

PORTAL RUNNER 55%
Publisher> 3DO Issue> #16

[redacted] 40%
Publisher> Zoo Digital Issue> #31

[redacted] 71%
Publisher> THQ Issue> #34

[redacted] 79%
Publisher> SCEE Issue> #33

[redacted] 73%
Publisher> Codemasters Issue> #24

PRO EVOLUTION SOCCER 2 94%
Publisher> Konami Issue> #29
Konami's football hymnsheet will have have you singing with delight.

PRO EVOLUTION SOCCER 3 96%
Publisher> Konami Issue> #41
Refinement to the graphics and gameplay make this absolutely perfect.

[redacted] 85%
Publisher> Eidos Issue> #14

PRO RALLY 2002 68%
Publisher> Ubisoft Issue> #22

PTO IV 41%
Publisher> Koei Issue> #48

[redacted] 83%
Publisher> Sega Issue> #46

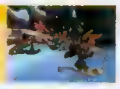
[redacted] 83%
Publisher> Bullfrog Issue> #08

[redacted] 77%
Publisher> Ubisoft Issue> #47

RALLY CHAMPIONSHIP 56%
Publisher> SCi Issue> #24

RALLY FUSION: RACE OF CHAMPIONS 68%
Publisher> Activision Issue> #29

RATCHET & CLANK 91%
Publisher> SCEE Issue> #29
A labour of love on every crafted level. Packing a ton of ingenious gadgets.



[redacted] 85%
Publisher> SCEE Issue> #42

RAYMAN 48%
Publisher> Ubisoft Issue> #18

RAYMAN REVOLUTION 68%
Publisher> Ubisoft Issue> #05

[redacted] 92%
Publisher> Ubisoft Issue> #34

RC REVENGE PRO 56%
Publisher> Acclaim Issue> #04

READY 2 RUMBLE: ROUND 2 82%
Publisher> Midway Issue> #04

RED CARD 82%
Publisher> Midway Issue> #23

RED DEAD REVOLVER 86%
Publisher> Rockstar Issue> #49

RED FACTION 88%
Publisher> THQ Issue> #11

RED FACTION 2 85%
Publisher> THQ Issue> #29

REIGN OF FIRE 71%
Publisher> Bam! Issue> #30

RESIDENT EVIL CODE: VERONICA X 80%
Publisher> Capcom Issue> #13

RESIDENT EVIL: DEAD AIM 68%
Publisher> Capcom Issue> #37

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA 41%
Publisher> Capcom Issue> #20

RESIDENT EVIL OUTBREAK (IMPORT) 86%
Publisher> Capcom Issue> #45

RETURN TO CASTLE WOLFENSTEIN OPERATION RESURRECTION 84%
Publisher> Activision Issue> #38

REZ 66%
Publisher> Sony Issue> #18

[redacted] 72%
Publisher> Namco Issue> #01

RIDING SPIRITS 46%
Publisher> Bam! Issue> #27

RIDING SPIRITS 2 48%
Publisher> Capcom Issue> #50

[redacted] 74%
Publisher> Konami Issue> #10

[redacted] 73%
Publisher> Sony Issue> #47

ROBOTECH: BATTLECRY 69%
Publisher> TDK Mediactive Issue> #30

ROBOT WARLORDS 46%
Publisher> Midas Issue> #08

ROBOT WARS: ARENAS OF DESTRUCTION 63%
Publisher> BBC Issue> #16

[redacted] 72%
Publisher> Terminal Reality Issue> #44

ROCKY 84%
Publisher> Rage Issue> #29

ROGUE OPS 38%
Publisher> Kemco Issue> #45

ROLLERCOASTER WORLD 50%
Publisher> Midas Issue> #47

[redacted] 74%
Publisher> Koei Issue> #48

R: RACER EVOLUTION 37%
Publisher> Namco Issue> #45

RTX RED ROCK 55%
Publisher> LucasArts Issue> #38

RUGBY 80%
Publisher> EA Issue> #10

RUGBY 2004 84%
Publisher> EA Issue> #40

[redacted] 90%
Publisher> EA Issue> #10

RUNE: VIKING WARLORD 56%
Publisher> Take 2 Issue> #13

[redacted] 75%
Publisher> Tecmo Issue> #33

[redacted] 75%
Publisher> Bam! Issue> #25

SAVAGE SKIES 67%
Publisher> Big Ben Issue> #34

SCOOBY-DOO: NIGHT OF 100 FRIGHTS 64%
Publisher> THQ Issue> #25

SCOOBY DOO: MYSTERY MAYHEM 51%
Publisher> THQ Issue> #49

SCRABBLE 2003 EDITION 64%
Publisher> Ubisoft Issue> #40

[redacted] 79%
Publisher> LucasArts Issue> #45

SEEK & DESTROY 69%
Publisher> Play It Issue> #39

SEGA BASS FISHING DUEL 55%
Publisher> Acclaim Issue> #33

RAYMAN 3: The limbless wonder of the platforming world made out well.

[redacted] 70%
Publisher> Take Two Issue> #49

SHADOW HEARTS 60%
Publisher> Midway Issue> #21

SHADOW MAN: 2ECOND COMING 68%
Publisher> Acclaim Issue> #20

SHADOW OF MEMORIES 82%
Publisher> Konami Issue> #06

SHIFTERS 40%
Publisher > 3DO Issue> #24

SHINOBI 73%
Publisher> EA Issue> #35

SHOX 61%
Publisher> EA Issue> #28

SHREK SUPER PARTY 58%
Publisher> TDK Mediactive Issue> #33

[redacted] 77%
Publisher> Acclaim Issue> #50

SILENT HILL 3 87%
Publisher> Konami Issue> #36

SILENT SCOPE 3 54%
Publisher> Konami Issue> #31

SILPHEED 51%
Publisher> Working Design Issue> #03

[redacted] 77%
Publisher> Vivendi Issue> #42

[redacted] 78%
Publisher> EA Issue> #16

SIMS, THE 85%
Publisher> EA Issue> #31

[redacted] 79%
Publisher> EA Issue> #44

SINGSTAR 90%
Publisher> SCEE Issue> #49
For people who don't like games. And for people who love games.

[redacted] 79%
Publisher> SCEE Issue> #08

SLAM TENNIS 77%
Publisher> Atari Issue> #25

SLED STORM 76%
Publisher> EA Issue> #21

SLY RACCOON 90%
Publisher> SCEE Issue> #31

SMASH CARS 54%
Publisher> Metro 3D Issue> #39

SMASH COURT TENNIS: PRO TOURNAMENT 87%
Publisher> SCEE Issue> #23

SMASH COURT TENNIS: PRO TOURNAMENT 2 85%
Publisher> Sony Issue> #50

SMUGGLER'S RUN 73%
Publisher> Take 2 Issue> #03

SMUGGLER'S RUN 2: HOSTILE TERRITORY 77%
Publisher> Take 2 Issue> #17

SOCOM: US NAVY SEALS 82%
Publisher> SCEA Issue> #30

SOCOM 2: US NAVY SEALS 90%
Publisher> Sony Issue> #44
Immersive and dramatic – this game alone is worth hooking up to broadband.

SOLDIER OF FORTUNE: GOLD EDITION 64%
Publisher> Codemasters Issue> #23

SONIC HEROES 66%
Publisher> Sega Issue> #46

SOS, THE FINAL ESCAPE 81%
Publisher> Agetec Issue> #33

SOUL CALIBUR 2 93%
Publisher> Namco Issue> #40
The very best fighter money can buy. Comes complete with old man Heihachi.

[redacted] 76%
Publisher> Eidos Issue> #17

SPAWN ARMAGEDDON 69%
Publisher> EA Issue> #47

SPEED KINGS 55%
Publisher> Acclaim Issue> #37

SPHINX AND THE CURSED MUMMY 64%
Publisher> THQ Issue> #46

[redacted] 78%
Publisher> Activision Issue> #24

[redacted] 73%
Publisher> Atari Issue> #16

[redacted] 75%
Publisher> THQ Issue> #40

SPLINTER CELL 91%
Publisher> Ubisoft Issue> #34
The ultimate 'boys with toys' action adventure that's full of surprises.

TOP FIVE

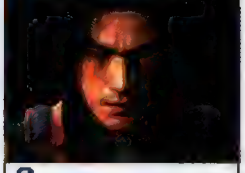
MEMORY CARD ICONS

1. TINY GOBLIN MAN (ONIMUSHA 3)
2. BOUNCING ALIEN (FINAL FANTASY X-2)
3. CHARLIE JOLSON'S HEAD (THE GETAWAY)
4. COMMODORE 64 TAPE (VICE CITY)
5. MINI SOPHITIA (SOUL CALIBUR 2)

HEADCASES

1. JAMES EARL CASH (MANHUNT)
2. TOMMY VERCETTI (VICE CITY)
3. GUILDENSTERN (ONIMUSHA 3)
4. FATMAN (METAL GEAR 2)
5. SEYMOUR (FINAL FANTASY X)

SAMURAI



1. SAMANOSUKE (ONIMUSHA 3)
2. MITSURUGI (SOUL CALIBUR 2)
3. HAYATO (MARVEL VS. CAPCOM 2)
4. YOSHIMITSU (TEKKEN)
5. JUBEI YAGYU (ONIMUSHA 2)

HAIRCUTS

1. PAUL PHOENIX (TEKKEN)
2. VAN HELSING (VAN HELSING)
3. TORQUE (THE SUFFERING)
4. GUILE (STREET FIGHTER)
5. JOHN VATTIC (SECOND SIGHT)

BROWN ZONE

4X4 EVOLUTION 2 36%
18 WHEELER 30%
AIR RANGER RESCUE HELICOPTER 24%
ALPINE RACER 3 31%
ARMY MEN: GREEN ROGUE 18%
ATLANTIS 3: THE NEW WORLD 19%
BUTT UGLY MARTIANS: ZOOM OR DOOM! 34%
CAT IN THE HAT, THE 27%
CHARLIE'S ANGELS 14%
CRASHED 31%
CURSE: EYE OF ISIS, THE 24%
CYCLONE CIRCUS: POWER SAIL.. 19%
DAVID BECKHAM SOCCER 24%
DISNEY'S DINOSAUR 35%
DNA: DARK NATIVE APOSTLE 37%
DONALD DUCK: QUACK ATTACK 29%
DRAGON'S LAIR 3D: SPECIAL ED 27%
ETERNAL RING 35%
EVIL TWIN: CYPRIEN'S CHRONICLES 30%
FIGHTBOX 11%
FLINTSTONES, VIVA ROCK VEGAS 13%
FRANK HERBERT'S DUNE 22%
FROGGER BEYOND 35%
GAUNTLET 31%
CELEBRITY DEATHMATCH 38%
GODAI 38%
GO GO COPTER 37%
GO GO GOLF 15%
GRADIUS 3 & 4 38%
HIDDEN INVASION 21%
HUGO BUKKAZOOM 17%
INTERNATIONAL LEAGUE SOCCER 07%
IRON ACES 2 17%
JET ION GP 07%
KNIGHT RIDER 27%
LAKEMASTERS EX 38%
LARGO WINCH: EMPIRE UNDER THREAT 11%
LONDON RACER 2 23%
MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE 33%
MUSIC MAKER 46%
PERFECT ACE PRO TENNIS 38%
POLAROID PETE 35%
POWERDROME: RACE OF CHAMPIONS 22%
POWERPUFF GIRLS, THE 29%
PRYZM: THE DARK UNICORN 15%
RC SPORTS COPTER CHALLENGE 36%
RUNABOUT 3 22%
SCORPION KING, THE: RISE OF THE AKKADIAN 23%
SEGA SOCCER SLAM 38%
SEVEN SAMURAI 20XX 33%
SHADOW OF ZORRO 35%
SHAUN PALMER'S PRO SNOWBOARDER 35%
SIMPSONS SKATEBOARDING, THE 09%
SKY SURFER 29%
SPACE INVADERS: INVASION DAY 30%
SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION 23%
STUNT GP 38%
SUNNY GARCIA SURFING 37%
SUPERCAR STREET CHALLENGE 38%
SURFING H3O 38%
SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE 38%
TETRIS WORLDS 28%
TERMINATOR 3: ROTM 38%
TOP ANGLER 20%
TWIN CALIBER 38%
USA RACER 37%
WARRIORS OF MIGHT & MAGIC 24%
WDL WAR JETZ 29%
WHIRL TOUR 34%

SPY HUNTER 75%
Publisher> Midway Issue> #14

SPY HUNTER 2 67%
Publisher> Midway Issue> #46

SPYRO: ENTER THE DRAGONFLY 68%
Publisher> Universal Issue> #30

SSX TRICKY 95%
Publisher> EA Issue> #16
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.

SSX3 94%
Publisher> EA Issue> #41
One of the few games to make you feel good about life. Responsive and thrilling.

STARSKY & HUTCH 77%
Publisher> Empire Issue> #38

STUNTMAN: IGNITION 79%
Publisher> Codemasters Issue> #23

STAR WARS: BOUNTY HUNTER 62%
Publisher> Activision Issue> #31

STAR WARS: JEDI STARFIGHTER 89%
Publisher> Activision Issue> #22

STAR WARS: STARFIGHTER 85%
Publisher> Activision Issue> #09

STAR WARS: SUPER BOMBAD RACING 45%
Publisher> Activision Issue> #11

STAR WARS: THE CLONE WARS 69%
Publisher> Activision Issue> #33

STATE OF EMERGENCY 75%
Publisher> Take 2 Issue> #20

STREET FIGHTER EX3 79%
Publisher> Capcom Issue> #05

STREET HOOPS 64%
Publisher> Activision Issue> #28

SUNNY GARCIA SURFING 74%
Publisher> Atari Issue> #26

SUFFERING, THE 65%
Publisher> Midway Issue> #48

SUIKODEN 3 66%
Publisher> Konami Issue> #39

SUMMER HEAT BEACH VOLLEYBALL 56%
Publisher> Acclaim Issue> #39

SUMMONER 78%
Publisher> THQ Issue> #07

SUMMONER 2 73%
Publisher> THQ Issue> #29

SUM OF ALL FEARS, THE 57%
Publisher> Ubisoft Issue> #29

SUPER CROSS 2001 78%
Publisher> Acclaim Issue> #04

SUPERFARM 60%
Publisher> Ignition Issue> #42

SUPERMAN: SHADOW OF APOKOLIPS 48%
Publisher> Atari Issue> #29

SUPER TRUCKS 45%
Publisher> Jester Issue> #22

SWAT GLOBAL STRIKE TEAM 42%
Publisher> Vivendi Issue> #42

SWING AWAY GOLF 78%
Publisher> EA Issue> #05

SX SUPERSTAR 53%
Publisher> Acclaim Issue> #38

SYPHON FILTER: THE OMEGA STRAIN 79%
Publisher> SCEA Issue> #50

TAK AND THE POWER OF JUJU 70%
Publisher> THQ Issue> #47

TAZ: WANTED 77%
Publisher> Atari Issue> #28

TD OVERDRIVE 64%
Publisher> Atari Issue> #23

TEENAGE MUTANT NINJA TURTLES 56%
Publisher> Konami Issue> #47

TEKKEN 4 90%
Publisher> SCEE Issue> #27
Way more of everything than the stopgap *Tournament* title. Brilliant.

TWISTED METAL: BLACK: Mad as a bag of frogs road-based carnage.

TEKKEN TAG TOURNAMENT 87%
Publisher> SCEE Issue> #04

TENCHU: WRATH OF HEAVEN 71%
Publisher> Activision Issue> #34

TERMINATOR: DAWN OF FATE 49%
Publisher> Atari Issue> #28

TEST DRIVE: OFFROAD WIDE OPEN 44%
Publisher> Atari Issue> #16

THEME PARK WORLD 68%
Publisher> EA Issue> #05

THING, THE 83%
Publisher> Vivendi Issue> #27

THQ IT FOOTBALL 2003 74%
Publisher> Sony Issue> #28

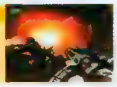
THQ IT FOOTBALL 2004 75%
Publisher> Sony Issue> #47

THUNDERHAWK: OPERATION PHOENIX 70%
Publisher> Eidos Issue> #14

TIGER WOODS PGA TOUR 2004 81%
Publisher> EA Issue> #40

TIME CRISIS 2 78%
Publisher> Sony Issue> #16

TIMESPLITTERS 2 95%
Publisher> Eidos Issue> #28
Stunning multiplayer action PLUS a massive, varied single-player mode too.

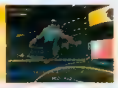


TOCA RACE DRIVER 82%
Publisher> Codemasters Issue> #26

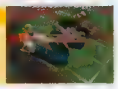
TOKYO ROAD RACE 45%
Publisher> Midas Issue> #36

TOMB RAIDER: THE ANGEL OF DARKNESS 58%
Publisher> Eidos Issue> #38

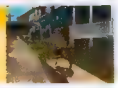
TONY HAWK'S PRO SKATER 3 96%
Publisher> Activision Issue> #17
A divinely-pitched challenge that'll keep you busy. Out now on Platinum.



TONY HAWK'S PRO SKATER 4 94%
Publisher> Activision Issue> #30
Despite not having the impact of *THPS3*, we suggest you get this version first.



TONY HAWK'S UNDERGROUND 92%
Publisher> Activision Issue> #42
Hardcore innovation meets cheesy execution. Tough, addictive and varied.



TOP GEAR DARE DEVIL 62%
Publisher> Planet Issue> #04

TOP GUN: COMBAT ZONE 67%
Publisher> Virgin Issue> #16

TOTAL IMMERSION RACING 76%
Publisher> Empire Issue> #31

TRANSFORMERS 84%
Publisher> Atari Issue> #49

TRANSWORLD SURF 72%
Publisher> Atari Issue> #26

TREASURE PLANET 75%
Publisher> Sony Issue> #29

TRIPLE PLAY BASEBALL 74%
Publisher> Vivendi Issue> #37

TUROK EVOLUTION 71%
Publisher> Acclaim Issue> #27

TWISTED METAL: BLACK 80%
Publisher> Sony Issue> #13

TY THE TASMANIAN TIGER 50%
Publisher> EA Issue> #29

UEFA CHALLENGE 56%
Publisher> Atari Issue> #12

UEFA CHAMPIONS LEAGUE 2001/02 48%
Publisher> Take Two Issue> #18

UEFA EURO 2004 70%
Publisher> EA Issue> #49

UFC: THROWDOWN 79%
Publisher> Ubisoft Issue> #27

UNLIMITED SAGA 41%
Publisher> Atari Issue> #42

UNREAL TOURNAMENT 82%
Publisher> Atari Issue> #07

URBAN FREESTYLE SOCCER 72%
Publisher> Acclaim Issue> #45

VAMPIRE NIGHTS 59%
Publisher> SCEE Issue> #21

VAN HELSING 67%
Publisher: VU Games Issue> #49

VEX 71%
Publisher> Acclaim Issue> #34

VICTORIOUS BOXERS 83%
Publisher> Empire Issue> #14

VIRTUA COP: ELITE EDITION 44%
Publisher> Acclaim Issue> #30

VIRTUA FIGHTER 4 EVOLUTION 87%
Publisher> Sega Issue> #36

VIRTUAL-ON: MARZ 56%
Publisher> Sega Issue> #39

VIRTUA TENNIS 2 88%
Publisher> Acclaim Issue> #30

V-RALLY 3 81%
Publisher> Atari Issue> #24

WACKY RACES 63%
Publisher> Atari Issue> #11

WAKEBOARDING UNLEASHED: FEATURING SHAUN MURRAY 65%
Publisher> Activision Issue> #37

WALLACE AND GROMIT IN PROJECT ZOO 69%
Publisher> Bami Issue> #41

WARHAMMER 40,000: FIRE WARRIOR 65%
Publisher> THQ Issue> #40

WAR OF THE MONSTERS 69%
Publisher> SCEE Issue> #34

WAY OF THE SAMURAI 80%
Publisher> Capcom Issue> #50

WDL THUNDER TANKS 69%
Publisher> 3DO Issue> #06

WEAKEST LINK, THE 60%
Publisher> Activision Issue> #16

WIPEOUT 85%
Publisher> Eidos Issue> #46

WHITEOUT 45%
Publisher> Konami Issue> #44

WHO WANTS TO BE A MILLIONAIRE 2 53%
Publisher> Eidos Issue> #17

WILDFIRE 3 71%
Publisher> Ubisoft Issue> #33

WILLY WIRED RACING 71%
Publisher> Rage Issue> #03

WINNING ELEVEN 7 INTERNATIONAL 91%
Publisher> Konami Issue> #50

WIPEOUT FUSION 77%
Publisher> Sony Issue> #19

WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK 49%
Publisher> Cryo Issue> #30

WORLD CHAMPIONSHIP SNOOKER 2004 68%
Publisher> Codemasters Issue> #37

WORLD RALLY CHAMPIONSHIP 2 81%
Publisher> SCEE Issue> #29

WORLD RALLY CHAMPIONSHIP 3 84%
Publisher> SCEE Issue> #42

WORLD CHAMPIONSHIP RUGBY 55%
Publisher> Acclaim Issue> #48

WORLD WAR ZERO: IRONSTORM 77%
Publisher> MC2 Issue> #48

WORMS 3D 84%
Publisher> Sega Issue> #42

WORMS BLAST 57%
Publisher> SCEE Issue> #21

WRECKLESS: THE YAKUZA MISSIONS 38%
Publisher> Activision Issue> #30

WWE CRUSH HOUR 49%
Publisher> THQ Issue> #37

WWE SMACKDOWN! SHUT YOUR MOUTH 82%
Publisher> THQ Issue> #29

WWE SMACKDOWN! JUST BRING IT 80%
Publisher> THQ Issue> #16

XGRA: EXTREME G 77%
Publisher> Acclaim Issue> #40

X-MEN: NEXT DIMENSION 67%
Publisher> Activision Issue> #31

X-MEN: WOLVERINE'S REVENGE 72%
Publisher> Activision Issue> #36

X SQUAD 59%
Publisher> EA Issue> #06

YU-GI-OH!: DUELLISTS OF THE ROSES 62%
Publisher> Konami Issue> #41

ZONE OF THE ENDERS 79%
Publisher> Konami Issue> #35

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Armed and Dangerous
Broken Sword 3: S. Dragon
Champ. Manager '01/02
Combat Elite: WWII Paras*
Deus Ex: Invisible War
Die Hard: Vendetta
Driver 3*
FIFA 2004
Fight Night 2004
Grand Theft Auto 3
Grand Theft Auto: Vice City
Halo
Harry Potter & Pot Azkaban
Harry Potter & Phil.'s Stone
Hitman 3: Contracts
Indiana Jones: Emp.'s Tomb
LMA Manager 2004
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Mafia
Manhunt
Max Payne 2
Medal of Honor: R. Sun
Ninja Gaiden
Phantom Dust*
Project Gotham Racing 2
Secret W. Over Normandy
Splinter Cell 2: P.Tomorrow
Star Trek: Shattered Gal.
Star Wars: Knights Old Rep.
Suffering
Tenchu: Ret. from Darkness
The Suffering
TOCA Race Driver 2
Van Helsing

Plus Many More...

GAMECUBE

American Pro Trucker
Bulletproof Monk*
Die Hard: Vendetta
Eternal Darkness
Harry Potter & Pot Azkaban
Leg. of Zelda: Wind Waker
Luigi's Mansion
Mario Kart: Double Dash
Phantasy Star Online
Pikmin 2*
Pokemon Colosseum
Resident Evil
Resident Evil Zero
Sonic Mega Collection
Splinter Cell 2: P.Tomorrow*
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Starfox Adventures
Super Smash Bros Melee
The Urbz*
True Crime: Streets of LA
Zelda: Master Quest
Zelda: Ocarina of Time
Zelda: The Wind Waker

Plus Many More...

PS ONE

Alundra 2
Dino Crisis
Driver 2
Final Fantasy 7
Final Fantasy 8
Final Fantasy 9
Gran Turismo
Harry Potter & Ch.of Secrets
LMA Manager 2002
Shadowman
Spiderman
Spyro 3: Year of the Dragon
Tomb Raider 5: Chronicles
Yu-Gi-Oh! Forbidden Mem

Plus Many More...

PLAYSTATION 2

A = 0 1

Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Activision Anthology
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson P.Manager'02
Alias
Aliens vs Predator:Extinction
Alone in the Dark 4
Alter Echo
Angel of Darkness
Ape Escape 2
Arc the Lad:Twilight of Spirit
Armoured Core 2
Athens 2004*
Atlantis 3: New World
ATV Off-Road Fury 2

B = 0 2

Backyard Wrestling
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Big Mutha Truckers
Bionicle
Blade 2
BloodRayne
Bloody Roar 4
BMX XXX
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Broken Sword: S. Dragon
Butfy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims

C = 0 3

Castlevania: L.of Innocence
Cat in the Hat
Chamber of Secrets
Chaos Bleeds
Chaos Legion
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Contra: Shattered Soldier
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002
Cy Girls

D = 0 4

Dakar 2
Dancing Stage Fever
Dancing Stage
Dark Alliance
Dark Angel: J. Cameron's
Dark Cloud 2
Dark Legacy
Dave Mirra Freestyle BMX 2
David Beckham Soccer
DDRMAX: Dance D. Revol.6
Dead or Alive 2
Dead to Rights
Deadly Skies 3
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Destruction Derby Arenas
Deus Ex
Devil May Cry 2
Die Hard: Vendetta
Dino Stalker
Disagaea: Hour of Darkness
Disaster Report
Distant Thunder
Dot Hack
Downhill Domination
Dr Seuss' The Cat in the Hat
Dr. Muto
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Drakan: Ancient Gates
Drakengard
Dredd vs Death
Driver 3*
Drome Racers
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 0 5

Ecco the Dolphin
Eden, Project
Eighteen Wheeler
End Game
England Int. Football
Enter the Matrix
Escape from Monkey Island
ESPN Inter. Track & Field
Euro 2004
Evergrace
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Evil Twin
Extermination
Eye Toy: Play

F = 0 6

F1 2002
Fallout:Brotherhood of Steel
Fellowship of the Ring
FIFA 2001
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fight Night 2004
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Firefighter F.D. 18
Forbidden Siren
Formula 1 2002
Freaky Flyers
Freedom Fighters
Freestyle Metal X
Futurama

G = 0 7

Galerians: Ash
Getaway
Ghost Hunter
Ghost Recon
Ghost Recon: Jungle Storm
Giants: Citizen Kabuto
Gitaroo Man
Gladiator: S. of Vengeance
Gladius
Gran Turismo 3
Gran Turismo 4 Pro.Edition
Gran Turismo 4*
Gran Turismo Concept
Grand Theft Auto 3
Grand Theft Auto: V. City
Great Escape
GTC Africa
Gumball 3000

H = 0 8

Hack (Dot)
Harry Potter & Ch.of Secrets
Harry Potter: P. Azkaban
Harry Potter & Phil.'s Stone
Harry Potter: Quidditch Cup
Haunted Mansion
Haven: Call of the King
Headhunter
Headhunter: Redemption*
Here Comes The Pain
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hot Shots Golf 3
Hot Wheels: Velocity X
Hulk
Hyper Street Fighter 2

I = 0 9

Indiana Jones: Emp.'s Tomb
Inter. Superstar Soccer 3
International Football
Iron Storm*
ISS Pro Evolution

J = 1 0

Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Jet Li's Rise to Honor
Judge Dredd: Dredd vs Death
Jurassic Park: Op. Genesis

K = 1 1

Kelly Slater's Pro Surfer
Kessen 2
Killswitch
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knight Rider
Knockout Kings 2002
Kya: Dark Lineage

L = 1 2

Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legends of Wrestling
Legends of Wrestling 2
Legends of Wrestling 3
Legion: Leg. of Excalibur
Lethal Skies 2
LMA Manager 2003
LMA Manager 2004
Looney Tunes:Back in Action
Loony Tunes Space Race
Lord of the Rings: F. of Ring
Lord of the Rings: R. of King
Lord of the Rings: T. Towers
Lotus Challenge

M = 1 3

Mace Griffin: Bounty Hunter
Mafia
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
McGrath's Supercross World
Medal of Honor: Frontline
Medal of Honor: R. Sun
Men in Black 2: Alien Escape
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club
Midnight Club 2
Minority Report
Mission Impossible:O.Surma
Monkey Island, Escape from
Monster Jam Max. Destruct.
Mortal Kombat: Deadly All.
Moto GP 2
Moto GP 3
MTX Mototrax
Mummy Returns
Muppet Party Cruise
MX 2002
MX Rider
MX Superfly
MX Unleashed

N = 1 4

Naval Ops: Warship Gunner
NBA Ballers
NBA Jam 2004
NBA Street Volume 2
Need for Speed Undergr.
Need for Speed: H.Pursuit 2
NFL Street
NHL 2003
NHL 2004
Nightfire
Nightshade
No One Lives Forever

O = 1 5

Off Road Wide Open
Oni
Onimusha 3: D. Siege
Onimusha: Warlords
OO7: Everything or Nothing
Operation Winback
Operative: N.O.L.F

P = 1 6

Pac-Man World 2
Penny Racers
Pitfall Harry
Player Manager 2001
Premier Manager 2002
Premier Manager 2003
Primal
Prince of Persia: S. of Time
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Pro Rally 2002
Project Zero
Project Zero 2

Q = 1 7

Quidditch World Cup

R = 1 8

Rainbow Six 3
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Real Pool
Red Dead Revolver
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Return of the King
Return to Castle Wolfenstein
Richard Burns Rally*
Riding Spirits
Rise to Honor
Risk: Global Domination
Road Rage
Roadkill
Robot Wars
Rocky
Rogue Ops
Rom. of Three Kingdoms 7
R-Type Final
Run Like Hell
Rune: Viking Warlord

S = 1 9

Scooby Doo: Myst. Mayhem
Scooby Doo: Night of 100 F.
Scorpion King
Secret W. Over Normandy
Seek and Destroy
Serious Sam Next Encounter
Seven Samurai 20XX
Shadow Hearts
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Silent Hill 2
Silent Hill 3
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims: Bustin' Out
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Sony Headset
Spiderman 2*
Spiderman: Friend or Foe
Spiderman The Movie
Spider-Man: The Movie 2*
Splashdown 2: Rides G.Wild
Splinter Cell
Splinter Cell 2: P.Tomorrow
Spy Hunter
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
SSX Tricky
Star Trek: Elite Force
Star Trek: Shattered Univ.
Star Wars: Jedi Starfighter
Starsky & Hutch
State of Emergency
Stuntman
Suffering
Sum of All Fears
Summer Heat Beach Volley
Summoner
Summoner 2
Super League Rugby Lgue.
Superman: Sh. of Apokolips
SWAT: Global Strike Team
Syberia
Syphon Filter: Omega St.

T = 2 0

Tarzan Freeride
Teenage Mut. Ninja Turtles
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Bouncer
The Fast and the Furious*
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Simpsons: Road Rage
The Sims
The Sims: Bustin Out
The Suffering
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2003
This is Football 2004
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Jungle Storm
Tom Clancy's Rainbow Six 3
Tom Clancy's Splinter Cell
Tom Clancy's: P. Tomorrow
Tomb Raider: Angel of Dark.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
Transformers
True Crime: Streets of LA
Turok: Evolution
Twin Calibre
Ty the Tasmanian Tiger

U = 2 1

UEFA Euro 2004
UFC: Sudden Impact
Urban Freestyle Soccer
US Navy Seals, SOCOM

V = 2 2

Vampire Night
Van Helsing
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
Voyager Elite Force
V-Rally 3

W = 2 3

War of the Monsters
Warhammer: Fire Warrior
Way of the Samurai
Way of the Samurai 2
Whiplash
Wild Arms 3
Wipeout Fusion
Wolfenstein:Return to Cast.
Wolverine's Revenge
World Champ. Snooker '03
World Championship Rugby
World Rally Champ.2 Extr.
World Rally Championship 3
Worms 3D
Wrath Unleashed
WWE Crush Hour
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP

X = 2 4

X-Files: Resist or Serve
XGRA
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Xtreme G3

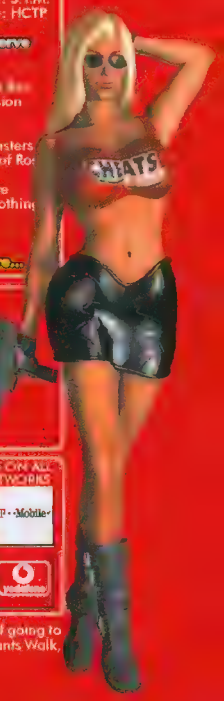
Y = 2 5

Yu-Gi-Oh! Duel Monsters
Yu-Gi-Oh! Duellists of Ro

0-9 = 2 7

007 Agent Under Fire
007 Everything or Nothing
007 Nightfire
18 Wheeler
187 (XIII)

Plus Many More...



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24hr Customer Service: (Freephone) 0800 081 6000

QUICK TIP: DRIV3R FIND AND KILL THE TEN TOMMIES IN EACH CITY TO UNLOCK A SCORE OF SECRET VEHICLES.

PRO

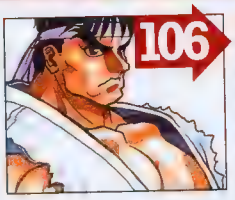
TRAINING YOU IN THE DARK ARTS OF PS2

98

DRIV3R
Our ultra useful mission tips will guide you through the driving man's toughest levels. Swim, drive, shoot and run your way to dishonest victory.

102

ONIMUSHA 3
Simply finishing *Onimusha* isn't enough. With these killer tips you'll see everything the game has to offer, including Michelle in a towel!



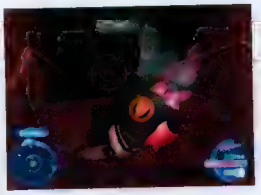
106

ULTRA DOJO
The ever-popular Dojo has just had a full makeover. It's now shorter and sweeter, and best of all, you get to set the challenges. Are you a Dojo master?

PSM2 TIPS PROMISE

PSM2 is the only mag to read for the latest tips, cheats and walkthroughs. We're dedicated to making you better at games – and here's why:

- PSM2 is staffed by PS2 experts – years of gaming experience working for the world's best games magazines means we know PlayStation 2 inside out.
- PSM2 features more walkthroughs than any other magazine because our experts take every game apart level-by-level. We print ultra-detailed guides with quality screenshots that actually show what we're writing about, not two pages of 'try not to get shot' or 'use @ to block' rubbish with shots of the CG intro.
- PSM2 is the only PS2 mag with a dedicated gamers' challenge arena – the Ultra Dojo. Bag prizes in our challenges and, if you can beat the hardcore tasks set by PSM2 team, star on our cover DVD.
- Because PSM2 is staffed by gamers just like you, you can be sure our tips are just that – straight-to-the-point, waffle-free game hints all written and double-checked by our crack team of experts.
- Whether it's the very latest Action Replay codes or answering your questions in Q&A, PSM2 covers the games that readers ask for, not just the big hits bought by 'casual gamers'. You get what you need month in, month out.
- PSM2 – playing PS2 longer, harder, faster!



SYPHON FILTER: THE OMEGA STRAIN

Wipe out the Syphon Filter virus with this bubbling vat of tippage.

Remember the first *Syphon Filter* game on PSone? Some people think it was better than *Metal Gear Solid*. Sadly, the sequel won't be lauded to the same degree, due to the fact that it's the *greyest game ever*. No, really. It's so grey that we kept thinking our eyes were broken. Still, it's a decent action romp and here's some lovely tips for both of you who bought it.

COMMENDATIONS

Ehud Ben Zohar: Successfully complete all objectives in the Yemen one and two missions.
Gabe Logan: Successfully complete all objectives in the Montenegro and Ukraine missions.
Gary Stoneman: Successfully complete all objectives in Italy, Belarus one and Belarus two.
Gray Imani: Successfully complete all objectives in the Carthage missions.
Lawrence Mujari: Successfully complete all objectives in the Chechnya and Lorelei missions.
Lian Xing: Successfully complete all objectives in Kyrgystan, Tokyo, and Myanmar.

BONUS WEAPONS

Combat Specialist
Intermediate (300 kills): G33E
Advanced (600 kills): FA-MAS
Expert (900 kills): FAL
Elite (1300 kills): C8 rifle

Combat Knife Specialist
Intermediate (50 kills): Stiletto
Advanced (100 kills): Shuriken
Expert (250 kills): IPCA Commando
Elite (450 kills): VibroBlade

Combat Sharp Shooter
Intermediate (200 headshots): Dragunov

tips

Advanced (450 headshots): AU300 Mod-R
Expert (750 headshots): ACR
Elite (1100 headshots): M82 BFG

Non-Lethal Force Specialist
Intermediate (50 kills): E.D.T.
Advanced (100 kills): DormaGen Gas Grenades
Expert (200 kills): Air Pistol
Elite (300 kills): E.P.D.D.

Tactical Explosives Specialist
Intermediate (100 grenade kills): M61 Frag Grenade
Advanced (200 grenade kills): Incendiary Grenade
Expert (350 grenade kills): Sarin nerve agent
Elite (500 grenade kills): M79

KARAOKE STAGE

Animation Gender Swap
L3, R3, L3, R3, ↓, ↓, ↑, ↑, ↓, ⓐ

Glass Character
→, ←, →, ↑, ↑, ↓, ↓, ⓞ, ⓐ

Nasty Crowd Sounds
R3, R3, L3, L3, ↑, ←, →, ↓, ⓞ, ⓞ

Unlock All Characters
L3, L3, R3, L3, ↑, ←, ↑, →, ⓐ, ⓐ

Unlock All Outfits
L3, L3, R3, L3, ↑, ←, ↑, →, ⓐ, ⓞ

Unlock All Songs
ⓞ, ⓐ, ⓞ, ⓐ, ↑, ↓, ←, →, L3, L3

Unlock All Venues
ⓞ, ⓐ, ⓞ, ⓞ, ↑, ↓, ←, ↓, R3, R3

Unlock All Videos
ⓐ, ⓐ, ⓞ, ⓞ, ↑, ←, →, ↑, L3, R3

SMASH COURT TENNIS 2: PRO TOURNAMENT

Unlock Cassandra Alexandra:
Finish Arcade mode in Pro difficulty setting with a female character to unlock the star of the *Soul Calibur* games.

Unlock Heihachi Mishima
Finish Arcade mode on Challenger difficulty setting with a male character to unlock the star of the *Tekken* games and *Soul Calibur*.

Unlock Ling Xiayou
Finish arcade mode on Challenger difficulty setting with a female character to unlock the star of *Soul Calibur*.

Unlock Raphael Sorel
Finish Arcade mode in Pro difficulty setting with a male character to unlock the star of *Soul Calibur*.

Unlock Cervantes
Finish Arcade mode in Pro difficulty setting with a male character to unlock the star of *Soul Calibur*.

SEVEN SAMURAI 20XX

New Game Plus
Finish game. Save when told.

Survival Mode
Finish the game on Normal and save when prompted.

HARRY POTTER AND THE PRISONER OF AZKABAN

Hogwarts Secret Areas
In the Gryffindor Common Room, Ron can push the bookcase to reveal a chest.

In the Dormitories all three characters can look in their own chests find cards. Their initials are on their chests.

The wall directly opposite the disused bathroom near the bookcases on the seventh floor can be pushed open by Ron to reveal a chest.

WAY OF THE SAMURAI 2

More Character Models:
L1, L1, R2, L2, L1, L1, R2, L2, ⓞ

Regain All Health:
Holding L1+R1, press ↓, ↑, →, ←, ↓, ↑, ⓞ

Regain All Stamina:
Holding L2+R2, press →, ←, →, ←, ↓, ↓, ⓞ

Get 500 Gold:
olding L1+L2, press ←, ←, ↑, ↓, ↓, ↑, ⓞ

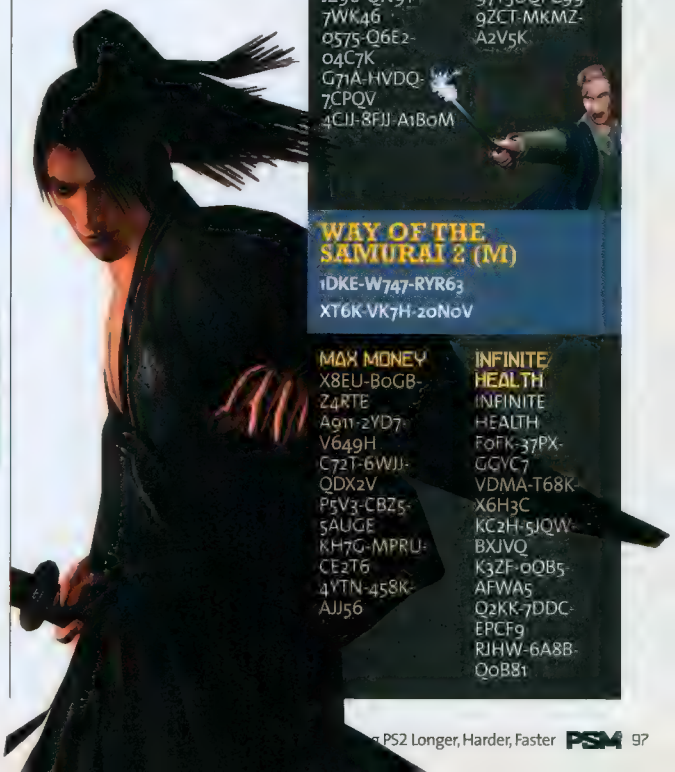
Unlock All Shop Items:
↙, R1, L1, R1, L2, R2, Ⓐ

Unlock Attires:
Finish the game over and over to unlock more outfits.

Unlock Characters:
Finish the game over and over to unlock more characters.

Hard Mode:
Accumulate 1000 points.

Sudden Death Mode:
Accumulate 7500 points.



ACTION REPLAY CODES!

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

GRAN TURISMO 4: PROLOGUE (M)

DoW2-TMJG-4DQ6P

FREEZE TIMER
PTCM-W01Z-DJ8AZ
VZ6W-RFT5-EP274
AE6Q-9URY-NH55D
DKCC-CBM5-NFWM1
NYYP-U7PV-XJK65

STUPID OPPONENTS
5ER6-KDDC-RCPAE
RMDV-HUJ9-HCFYY

RACE IN HONG KONG
Y9UJ-Y9M3-KN24W
4QBT-QY04-6HR6C
1D24-DE9U-RZDHB
7URH-U4KF-GUXKM
UPI7-1NTM-44H3-TFBO-N3PNT
89WF-X8G3-E3X6K
4T39-JED4-7ANY7

HARRY POTTER AND THE PRISONER OF AZKABAN (M)

FEVJ-HYY1-FMJBU
389U-2GJ7-21QZA

INFINITE HEALTH
X6G2-9QQW-BXHN8
3VP6-Y7BU-2HDXM
72CA-H81H-AXGY1

ALL SPELLS
UFJX-BQ8X-2GDEK
THTV-ET5Z-QPC99
9ZCT-MKMZ-A2V5K

99 ANTIDOTES
1BXK-ATRW-012E6
JZ96-QN9Y-7WK46
0575-Q6E2-04C7K
G71A-HVDQ-7CPQV
4CJJ-8FJJ-A1BOM

MAX OBJECTS
G802-RGUZ-B4BZC
725P-5HM8-97Y3UQPC99
9ZCT-MKMZ-A2V5K

WAY OF THE SAMURAI 2 (M)

1DKE-W747-RYR63
XT6K-VK7H-20NOV

MAX MONEY
X8EU-BOGB-Z4RTE
A911-2YD7-V649H
C72T-6WJJ-QDX2V
P5V3-CBZ5-5AUGE
KH7G-MPRU-CE2T6
4YTN-458K-AJJ56

INFINITE HEALTH
INFINITE HEALTH
FOFK-37PX-GGYC7
VDMA-T68K-X6H3C
KC2H-5JQW-BXJVQ
K3ZF-0QB5-AFWA5
Q2KK-7DDC-EPCF9
RJHW-6A8B-Q0B81

RED DEAD REVOLVER

PSM2 heads way out west to bring you this...

Being a cowboy is tougher than you'd reckon, son. Not only do we have to worry about six-shootin' filthy rotten varmits down at the OK Coral, but we have to make sure there aren't any snakes in our goldarn boots every darn tootin' mornin'. It's enough to make me want to knock back a bottle of fine Kentucky redeye. Anyway, to unlock all showdown characters, buy every item in the game. Podner.

"FINISH THE GAME IN STYLE WITH OUR GUIDE TO THE TOUGHEST MISSIONS"

DRIV3R

We've taken apart the wheelman's hardest missions from all three cities in this tasty guide. So put the pedal to the metal and get ready for some hard drivin'.

HARD LIKE NINJAS!

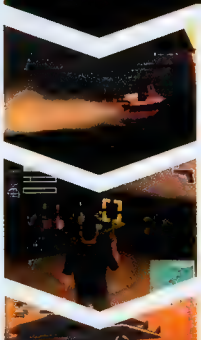
MIAMI
MISSION 5: IMPRESS LOMAZ

This is one of the game's lengthiest missions. The first part's the easiest – just take your boat and sail across the bay to meet Lomaz and his buddies. Now things get a bit more difficult – you have to wreck Tico's lot. Once you learn the route through the destructible objects, this can be a breeze. Simply run over everything with an arrow hanging over it. When it falls over or explodes, you move onto the next item. The rampage ends with a leap over some flaming obstacles, and your car should be teetering on the brink of destruction. Next up, you have to shoot up a bar somewhere in the city. With Lomaz in the passenger seat, follow the marker to the bar and whip out your shooter. Once inside, watch out for goons. They'll pop off at you, but if you're quick enough they'll be dead before they even get started. Keep your eye on the damage meter and shoot the shit out of absolutely everything you see – beer bottles, clocks, bar stools. The mission will soon end.

SODDING RUDDY DIFFICULT!

MIAMI
MISSION 6: GATOR'S YACHT

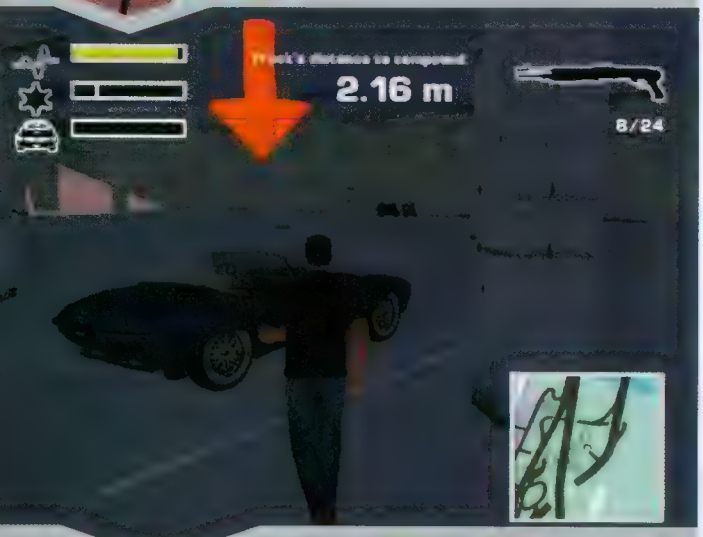
Take Tanner's speedboat and cruise out to sea. Follow the marker until you arrive at a group of shacks in the middle of the bay – the place where your C4 is being held. It's tempting to just rush in, but you'll be shot up, so hang back and aim in first person with your MP5. Roll the cursor over any goons you see, and when the cursor turns red, fire away. Clear the area and enter the marked shack. Go inside and take out the rest of the heavies. Pick up the C4 and high tail it over to Gator's yacht. When you arrive, you'll be met with a hail of gunfire. Leap into the drink and swim over to the ladder. Climb up and calculatingly take out goons from a distance and from behind cover until the deck is clear. Head inside and place the C4 where indicated – the easiest one to miss is below deck in the engine room. When the bombs are planted, get back to where your boat is moored and soar away.



CHRIST ON A BUN!

NICE
MISSION 11: SMASH AND RUN

Tanner must nick a trio of high performance sports cars and deliver them to some waiting gangsters. The problem, however, lies in the form of your delivery vehicle; it's a sodding great articulated truck with its ass hanging open. And get this – you have to drive the cars in *while it's moving*. So basically, the truck will arrive at the compound in a certain amount of time, and in that time you must steal the three well-hidden sports cars and drive them up the ramp, into the truck's trailer. The vehicles are mostly tucked away in underground car parks, so if you're wondering what the marker's pointing at, scan the area for an entrance going down. And there's another catch; you can't damage the cars. They have to remain in pristine condition, or else you'll fail the mission. Even the smallest nick against a civilian car will scratch the paintwork and negate the mission. *Carefully* nudge each vehicle up the ramp hanging out of the delivery truck in the time limit and you'll be okay. The best route across the city is the freeway, but don't miss the exits or you'll waste precious time backtracking.



5 TOP TIPS:

1) ALWAYS UNLEASH A BURNOUT
At the start of a chase mission, or any mission for that matter, tap ◎ and initiate a burnout so you skid away in a haze of rubbery smoke. It gives you a head start, y'see. And looks cool.

2) SNEAKY AIMING TRICK
Sometimes you can shoot through scenery if the aiming reticule goes red. This means you can kill goons through scenery, but they can't touch you. Brilliant or shit?

3) TURN AUTO AIMING OFF
Believe us, it makes things a lot easier. With it off, you can enter first person mode during shootouts and go for quick-kill headshots.

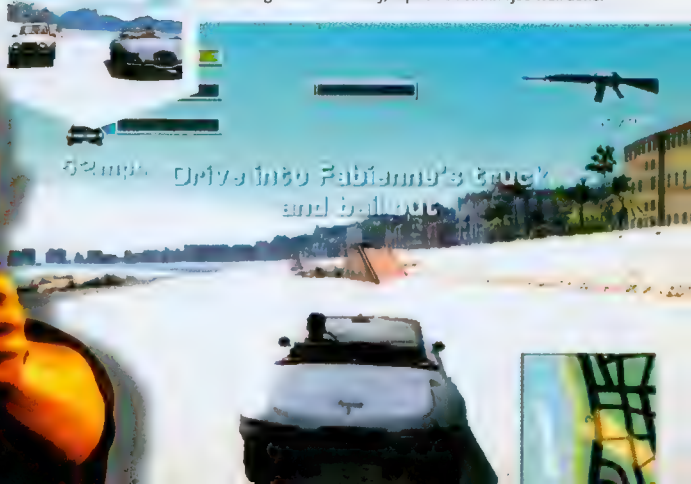
4) ENTER DIRECTOR MODE
If you want to scout the area for goons, enter Director mode before you begin the mission and hover around, picking out anyone who is going to shoot your ass.

5) BLOW UP CARS
If a bunch of gangsters are shooting at you from behind or next to a motor, fill the engine block with lead and create a makeshift bomb to blow the suckers clean away.

JINGLE BELLS! THAT'S HARD!

NICE
MISSION 15: BOOBY TRAP

Fabienne has fixed a bomb onto Tanner and Lomaz's roadster. It's not a normal bomb, though – it explodes if the pair drop below 40mph. Might sound easy, but the streets of Nice are twisting, tight and full of slow-moving traffic. The best thing to do is keep on the pavement, avoiding bumps in the road and ramps (obviously). Downhill sections will rush your speed up, but you'll also suffer a lack of control – so watch out. When you reach the beach, the magma really hits the fan. You have to sidle along with one of Lomaz's buddies as he leaps off to safety. The beach is rough and hard to drive on, so keep steady until the selfish bugger is safe. When he's off, you can run back to Fabienne and drop off a 'special something' for her – namely, explosive death. A job well done.



Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

BLOODY NORA!

ISTANBUL
MISSION 19: SURVEILLANCE

Your introduction to the historic city of Istanbul takes the form of this token stealth mission. For the first section, you have to tail the bad man Jericho in a rusty old truck. This is fairly easy – you simply have to keep the 'suspicion meter' halfway between red and green. When it goes red, you're losing him, and when it reaches the top you're getting too close for comfort. Just keep a decent distance away, and try not to get stuck behind civilian vehicles – he'll scoot away sooner than you think. Once you reach the destination, you'll have to continue on foot. Thing is, the main entrance is blocked by thugs, so you have to find an alternate entrance. This comes in the shape of a side door, so equip your silenced pistol and enter the building. Now, if you have auto aiming on, a problem will occur here – you have to aim *directly* at someone's head to take them out. The lock-on will shoot down to his chest, so enter first person and nudge the reticule until it's half a centimetre above his bonce. Simply work your way through, without being seen, and the mission will be over. This isn't terribly hard if you know what you're doing.

HARD AS ROCK-TIPPED NAILS!

ISTANBUL
MISSION 24: BOMB TRUCK

A truck full of explosives pulls out of a yard in Istanbul. The cops get a sniff of what's going down, but some thugs block their access. Tanner and Jones tear out of the yard and chase after the truck. With Jones riding shotgun, you have to chase after the truck and shoot it to pieces by pressing ●. Now, the problem is the truck drops barrels of explosives behind it, so not only do you have think about destroying the truck, you have to dodge the flaming mines being tossed from behind. A good trick is to cruise behind civilians so they take the full force of the explosives. After some nimble wheel-work, Jones will eventually blow the truck up and the mission will be over. Phew!

Edinburgh International Games Festival

THE ALTER EGO TRIP

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XBOX PlayStation.2 Nintendo N-GAGE gamestation BT www.bt.com/onlinegaming

"THIS TIME-TRAVELLING SAMURAI DUO TAKES NO PRISONERS"

ONIMUSHA 3

Struggling with Musha's rock-hard bosses? Can't quite master the intricacies of the critical hit system? Then this handy guide to beating the game should help...

COMBAT GUIDE

CRITICAL ATTACK

Pulling off regular critical hits requires you to push ⓞ the second the enemy strikes. If done properly, your character should vaporize the enemy with one lethal blow. The timing is absolutely brutal, and more often than not you'll arse it up. So why bother? Well, for a start, critically-felled enemies release more red souls, and secondly, criticals are counted up at the end of the game and count towards your all-important final rank.

COUNTER CRITICAL

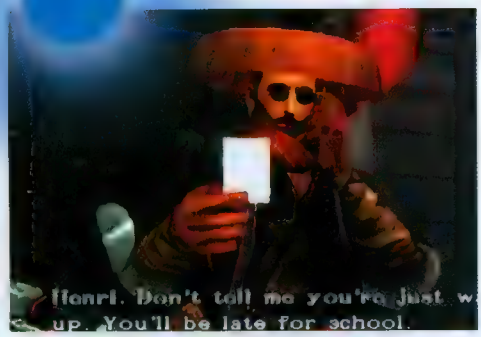
A counter critical is when you block an enemy attack and almost simultaneously press the ⓞ button to counter attack. This move also requires a scary amount of precision, and if you couldn't master the regular critical, chances are this'll elude you even further. Keep trying though.

AKO'S VESTS

Throughout the game you'll come across vests that Ako can wear. Filling these with eco spirit crystals will power them up and allow her to equip them. Each of vests the has different powers; some more useful than others...

- Red — Faster soul absorption. Enemies only release red souls.
- Green — Absorb souls from living enemies.
- White — Stand still and your HP will slowly regenerate.
- Yellow — Enemies release souls after every attack.
- Orange — Shows enemy HP and critical timing.
- Purple — Magic attacks use less MP.
- Black — Every strike is a critical hit.

For boss battles, equip the blue vest to gather up souls released mid-battle quickly (it's pretty much impossible otherwise, especially on harder difficulty settings). Alternatively, you can equip the orange vest to see how much HP they have left. To save on herbs and medicine, equip the white vest in quiet areas and wait for your HP to regenerate – it'll take longer, but hoarded health items will come in useful as the game gets tougher towards the end.



BOSS GUIDE

GENMA MECHA

Character: Samansouke
Difficulty: Easy
Location: Arc De Triomphe, Paris

This robotic fiend has four major attacks: missiles, gunfire, punch and spin. The missiles can be easily avoided by watching out for the shadows they cast as they're about to fall. Gunfire you can avoid by using the block to your advantage. The punch is predictable, but the spin attack is tricky because you need some distance to see it coming. You can hide behind objects during the battle, but they'll be quickly reduced to rubble by the Mecha's attacks. Simply use all of your magic attacks, transform into the Onimusha (if possible) and just keep slashing away.

MARCELLUS (FIRST ENCOUNTER)

Character: Jacques
Difficulty: Medium
Location: Village, Japan

See the firefly above the room? You'll be needing that. First thing's first – get rid of the bugger's shield. Keep using the Enja's fire magic to quickly get rid of it – it'll break away eventually and leave him more vulnerable to regular attacks. You'll then need to strafe from his swings, predicting where they're going to land. If you dodge in time, lay into him while he's recovering. He'll then do another attack where he'll charge up his sword and quickly slam it on the ground, covering the room with electricity – that's where the firefly comes in handy. The attack is easy to predict, so time your swinging to avoid electrocution. Keep up the pace with your swinging, strafing and slashing and never give him an inch. On harder difficulty settings you'll need more tact, but normal players can just slash away.

HEIHACHI HONDA (FIRST ENCOUNTER)

Character: Jacques
Difficulty: Easy
Location: Docks, Japan

This battle's timed, so it'll end no matter how well (or badly) you perform. Samanosuke's around, so a good tactic is to hang back while he attacks. When Heihachi unleashes his spinning spear attack, just keep block firmly held and wait for the cutscene to kick in.

GENMA RANMARU MORI (FIRST ENCOUNTER)

Character: Samanosuke
Difficulty: Easy

RANK GUIDE

ATTAINING THE S RANK

Your actions during the game determine how many points you'll receive at the end, and you'll need over 41 of these to get the illustrious S rank. Here's a quick run of everything you need to do to guarantee yourself a high score.

Location: Underwater Temple, Japan (Present)

Ranmaru's a nippy feller, so you might want to switch back to your Tenso in the interests of speed. Block or strafe as soon as he performs a slash, and try to knock off a combo as he recovers. The best way to land one is when he least expects it, so wait until he does a flip around/over you, and when he lands, let your swords fly. After a while, he'll start shooting yellow fireballs at you, but these are easily dodged or blocked. Before you begin, level up your armour to level 2. Ranmaru's slice attacks can pack quite a punch.

CERBERUS

Character: Jacques
Difficulty: Medium
Location: Underwater Temple, Japan (1582)

Another firefly battle. Again, use this to your advantage and dodge the beasts rushing attacks or try and get a hit in from above. The beast's right head deals with electrical attacks, while the left can unleash ice magic. The major worry here is the ice breath attack. You'll be frozen and no amount of button-mashing will free you, so try not to wander in front of the beast, but attack from the sides and behind so you don't get mashed up. At times, the Cerberus will swipe at you, but the dozy sod always seems to miss. The electric head's magic is easy to dodge – you'll notice a couple of yellow dots on the ground, so just stay away from them. This battle's relatively easy if you're quick on the draw when it comes to leaping around with the firefly.

GUILDENSTERN

Character: Samanosuke
Difficulty: Hard
Location: The Zoo, Paris

Hopefully you've had some time to upgrade. Your armour, Oni gauntlet and at least one weapon should be at level 2 (or MAX if you've been especially busy). Now it's finally time to take on the crazy Genma scientist who started all this time-twiddling madness. You'll notice he's flying around, but luckily you have a bow. When the centre of his body starts glowing red, that's when you want to strike. If he's far away or in the air, let an arrow fly. If he's reachable on the ground take a swing at him. He also has the ability to fire off balls of energy at you, but they're easy to dodge. The bugger can also summon up two Genma knights, but two swings from a level 2 Chigo will waste them quickly. Persevere, keep striking the heart and he'll be done for.

HEIHACHI HONDA (SECOND ENCOUNTER)

Character: Jacques
Difficulty: Easy
Location: Mont Saint Michel, Paris (1582)

Firstly, equip the Raisen pole spear. This is the most effective weapon for pasting Heihachi thanks to it's long reach. Compared to previous encounters, this is a fairly straightforward battle. As before, the only major attack you'll have to worry about is his spinny spear thing, but a well-timed block should see that off without much trouble. Just keep plugging away and the sorry sap will give up. He'll also drop loads of yellow souls, so health shouldn't be a problem.

GENMA CERBERUS

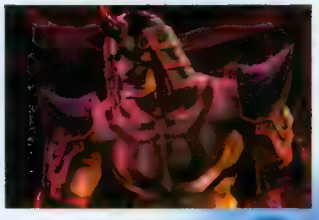
Character: Samanosuke
Difficulty: Hard
Location: Mont Saint Michel, Paris (Present)

It's back, but this time it's Genma-flavoured. Because of the tiny play area, the Cerberus can cause quite a few problems. He pretty much fills up the entire courtyard, so you need to be nimble to dodge his many attacks. Take into consideration everything you learned when you rucked with the first incarnation, but this time there's no firefly to hook onto. Firstly, you have to break it's armour off. Transforming into the Onimusha will help here. Once that's dealt with, unleash an unflinching barrage of charge attacks, and keep the strafe button held down as his attack rate is furious and frequent.

MARCELLUS (SECOND ENCOUNTER)

Character: Samanosuke
Difficulty: Easy
Location: Genma Fortress, Japan

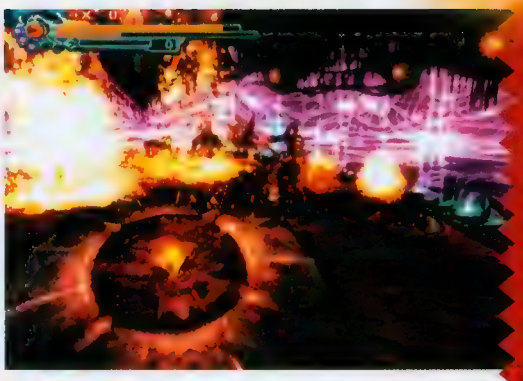
Same as before, only he's a touch more resilient. If you're finding him troublesome, escape down a level with the firefly and equip Ako's white vest to recover some health, but he really shouldn't halt your progress to any great degree.



VEGA DONNA

Character: Jacques
Difficulty: Hard
Location: Genma Fortress, Japan

Equip a fast weapon – this chick's nimble. When the battle starts, you have to be quick off the mark to predict her movement. There are some close combat attacks that can be deflected easily and she'll sometimes climb up onto the roof and throw shurikens at you that can be easily blocked. Watch out for her grab attack as she'll initiate a lengthy throat-slitting move that totally annihilates your health bar. Of all the boss battles, Vega Donna's attack rate is the fastest. You have to be extra vigilant when it comes to blocking, but if you're quick enough she shouldn't get many attacks in – every move can be blocked. Dry up the magic meter for all three weapons, mash her up with the Hyosai, transform into the Onimusha and the fight will be over double quick.



5 TOP TIPS:

1) ALWAYS PARRY
Harder difficulties demand that you master the nuances of the combat system and learn how to block effectively. Also note that some powerful attacks are unblockable.

2) READ EVERYTHING
Documents scattered around often contain useful info about the game's puzzles. They're also worth a read if the plot's confusing you (as it no doubt will).

3) LEVEL UP
Levelling up takes ages, but investing some time early on will pay off in the end. Keep entering a room where enemies re-spawn and doggedly collect their souls for a good half hour. This maxes out your weapons before the game gets tough.

4) PUZZLE BOXES
Puzzle boxes contain power jewels that extend your life and magic meters. Some later ones will take alot of trial and error to beat, but persevere and you'll become tough as nails.

5) CHANGE WEAPONS
Beating some of the faster bosses with slow weapons like the Hyosai can be a pain in the buttocks. For slower bosses, always use Samanosuke's twin blades and Jacques' fire whip.

GENMA RANMARU MORI (SECOND ENCOUNTER)

Character: Samanosuke
Difficulty: Easy
Location: The Eiffel Tower, Paris

Ranmaru's just like before, but a little faster on his feet. He also fights like before, except he has two swords and when one of them glows red, it's pretty hard to stop, so you might want to back off a bit. He still shoots out fireballs constantly, even faster than before, so block or strafe to get past them. But ultimately, he doesn't present a challenge if your armour, weapons and gauntlet are levelled up to MAX (as they should be).

NOBUNAGA ODA (FIRST ENCOUNTER)

Character: Jacques
Difficulty: Medium
Location: Honnoji Temple, Japan

There's a super-sneaky way of beating Nobby here – equip the Enja, stand back and keep whacking away at him with the reach attack. It'll start a chain whereby you strike, he blocks, you strike and you'll have him levelled in no time at all.

NOBUNAGA ODA (SECOND ENCOUNTER)

Character: Demon Samanosuke
Difficulty: Easy
Location: Honnoji Temple, Japan

In a rage, Sam has transformed into the *ultimate* Onimusha – an unstoppable powerhouse of raw, magical energy. Good news for you – bad news for Nobby. This is a piece of piss, and you can win by just tapping ⊗ and healing periodically. It looks the absolute berries, though, so enjoy yourself.

NOBUNAGA ODA (FINAL ENCOUNTER)

Character: Demon Samanosuke
Difficulty: Hard
Location: The Demon Realm

Now the tables have turned. Nobunaga has transformed into his demon form, replete with massive flaming hair and a big-ass sword. Stage one of the battle sees Nobby release four pods, all of which fire projectiles at you. Swat them down with your sword and quickly absorb the white souls they've released. They'll keep re-spawning until you absorb a certain amount of souls, then the shit really hits the fan. Nobunaga will give up podding and face you toe-to-toe. Every one his attacks can be easily avoided, except his flame swing which needs precise timing to block effectively. After continuous twatting, he'll stagger and drop his sword. Absorb the dark souls from it, and repeat the process until stage three begins. You now have Nobby's sword, and can unleash a powerful magic attack. Repeatedly bash △ and release wave after wave of the dark lord's potent Genma magic until he quivers. Now he's seriously pissed, and his attacks are strong and frantic. Keep plugging away with magic attacks and regular slices and he'll eventually fall to his knees. Now all that's left to do is deal the finishing blow. After a flurry of slashing, the son of bitch will fall. Job done.

UNLOCKABLES

Alternate ending sequence: Fill every one of Ako's vests up with
Easy difficulty: The
mode.
Hard difficulty: Complete the game on
normal mode.
Oni Master: Complete the game on
hard mode.
Oni Hard master: Complete the game on
Oni mode.
Ultimate master: Successfully complete
the Oni shooting mini game.
Original Onimusha weapon: Unlock the
items from the dark realm.
Ultimate sword: Complete the game
with an S rank.
Unlock Jade Emma: Finish the game
once.
Puzzle mini game: Complete every
puzzle in the game.
Secret training mode: Complete the
training mode, then complete the game.
Oni Target Practice: Complete the game
under the normal difficulty setting.
Black Vest: Successfully complete
training mode.

ALTERNATE COSTUMES

Michelle Alternate Costume: Successfully complete the game.
Michelle Bath Towel Costume: Complete the game with an S rank.
Jacques Costume: Complete the game
under the normal difficulty setting.
Samanosuke Cowboy Costume: Finish
the game once on normal mode.
Punch Costume: Complete the game
with an S rank.

PUZZLES

1) NOTRE DAME STATUE PUZZLE
This one's incredibly simple, but if you're playing the Japanese version then it could cause a few problems. Basically, after collecting the item that lets you absorb dark souls from below Notre Dame, head back up and look at the statues on either side of the room. All their feet are four candles. You simply absorb the dark matter from each statue in numerical order, based on what candles are lit. Start with the statue that has one candle of four, then two, then three, then four. Easy.

2) [illegible] PUZZLE
The clue for this puzzle is [illegible], subsequently making it one the hardest. Basically, you have seventeen seconds to step on the picture blocks in a specific order. Failing to do so will sap you health, so keep Ako's white vest equipped. The puzzle is split into [illegible] steps, each one lighting a [illegible]

- Sun, Moon, [illegible]

3) [illegible]
Ignore Heihachi's simpering as it [illegible] combinations after him. Each one gets successively more complicated, testing your memory to breaking point. Unless you have a photographic

Thursday 17 June
GTA GOES HIP-HOP
WE REVEAL ALL. PERIOD
THE BIGGEST GAME OF ALL TIME...
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OFFICIAL magazine-UK

ng!
grand theft auto
San Andreas

ULTRA DOJO

Welcome to the shiny new Ultra Dojo, bursting with fresh challenges, eye-boggling screenshots and fiendish advice from the Dojo masters. Get famous for your mad skillz! Send us your tape... NOW!

ALL CHANGE!

Hey you. Yes, YOU. That's right, we're not just talking to our cherished Dojo regulars who bust out 20 million point combos on *THUG* like they were buttering toast, but the charming – and may we say, quite handsome – gamer, like yourself. In today's distressingly busy world, with the pressures of work, loved ones and – let's face it – the pressing need to sit on your ass and relax – who's got 70 hours spare to break the 5 million barrier in the All Peak Jam on *SSX3*? So that's why we want you – ALL of you – the blessed readers of PSM2, who might normally flip past this incredible chunk of score-laden mastery, to help us make Dojo even better. We need your videos. We need your craziest create-a-characters. We want your silliest/favourite/goriest/sexiest moments in gaming. Dammit – we want to celebrate this wonderful thing called PS2! Read on, write in with your suggestions and let's take this to the next level.

LOOK AGAIN! DOJO REGULARS!

Time to buck the current trend of not sending in a photo of yourselves with your tapes. Your victory is shallow and pointless without being able to wave the mag in the faces of your sworn Nemesis and shouting "Look, foolish gnarfbag – IT IS I WHO IS DA MAN!" Got it? Keep the hot tapes flowing, dudes.

DEFINING MOMENT OF THE MONTH!

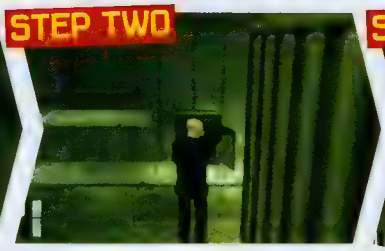
STICKING IT TO THE MAN
from Elwyn Roberts

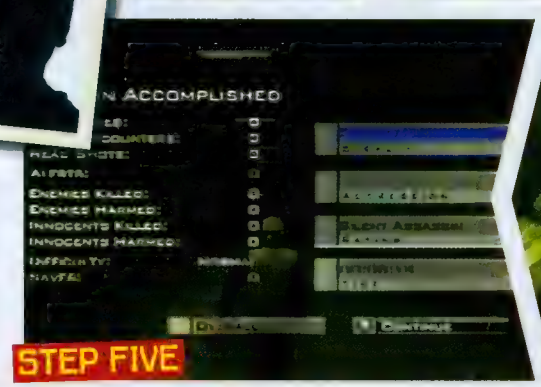
Now this is what we're talking about. The first entry we've received for *Hitman: Contracts* is also one of the best silent assassin runs we've ever laid our saucered eyes upon.

The self-titled 'Flying Fox' begins by making his way slowly through the level until he comes across a hapless guard. A calm slit of the neck with the knife silences him, and Elwyn takes the chump's clothes.

Next, he enters the compound, takes out the target, changes clothes yet again and fools the guards into thinking he's an innocent workman, minding his own business and causing no harm.

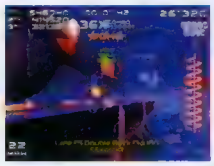
Then it's simply a case of wandering out of the level, calm as a hindu cow.





READER THROWDOWNS!

Unbeatable at games? Put YOUR high scores to the test in PSM2.



SSX3 "Perpendiculous"

by Amanda 'Flex' Offord
Score: 3,980,471

What I Did: "Went half-pipe mad and racked up a splendiferous score on Perpendiculous."
Tricks? "Use a character with full stats. And then there's the skill element. Face it, I'm the bloody best."

Also kicking ass...
Morgan Paul
Brian James
Sean Young 2,832,125

NEED FOR SPEED UNDERGROUND

by Paul 'Dongles' Mason
Drift: 54,912

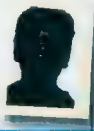
What I Did: "Took my souped up motor for some drifting madness."
Tricks? "Well, the rain-soaked roads helped. Light fingered twiddling of the analogue stick and careful acceleration was also a deciding factor in my massive drift. Fear me."

Also kicking ass...
Leonard Harris 49,911

PRO EVOLUTION SOCCER 3

by Elliot 'Shoehorn' Davis
Team: England

What I Did: "Cobbled together a tape of all my very best *PES* goals. These are definitely the best goals you'll ever see."
Tricks? "With England at my fingertips, I used masterful positioning, timing and power. I rule."

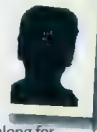


Also kicking ass...
Donald Rudello Germany

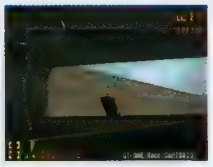
GRAND THEFT AUTO: VICE CITY

by Simon 'Dobber' Douel
Endo Distance: 225m

What I Did: "A monstrous endo in *Vice City*".
Tricks? "Using the pizza bike, I made my way to the airport and began endoing. After a few failed tries, I slid along for a stonking 225 metres. Think you can beat me, sucka?"



Also kicking ass...
Brodie Bruce 11811



GRAN TURISMO 3 "Test Track"

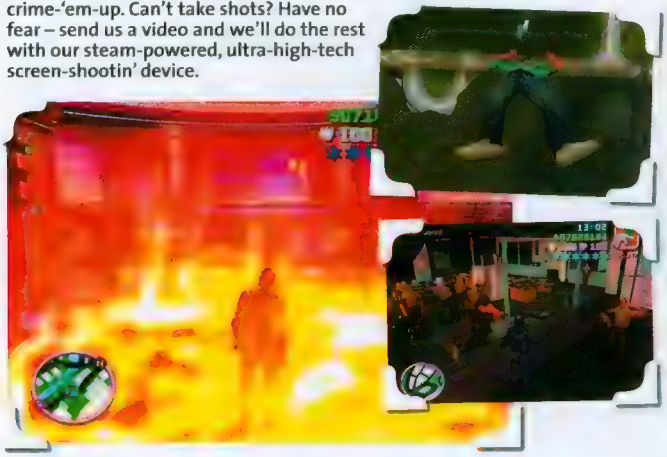
by Allan 'Kentucky' Kelly
Time: 29.307

What I Did: "Rode my Suzuki Escudo around the *GT3* test track and went faster than the speed of light."
Tricks? "When you have a car this meaty, tricks don't really come into it." That's some fast-ass shiznit, homes.

Also kicking ass...
Sean Smith 45,133

POSTCARDS FROM... VICE CITY

Vice City is a beautiful game and in light of this, we want your lush, crazy and just downright funny shots from everyone's favourite crime-'em-up. Can't take shots? Have no fear – send us a video and we'll do the rest with our steam-powered, ultra-high-tech screen-shootin' device.



LOOK-A-LIKES

We want your suggestions, photos and created characters – does your dog bear an uncanny resemblance to Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...

King Edward Potato
Mashable Snack

The Wheelman
Tanner from Driv3r

by Paul Bonetti of Milford
"Check out Tanner's head. It's a sodding potato!"

PSM2, ULTRA DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
Thank God all those big scary tables have gone! I'm brilliant at games and want to show you what I can do.

And I enclose... MY PHOTO ☐ (or I've emailed you one)
A VIDEO OF MY ACHIEVEMENT ☐ (wound to just the right place)

Check out my tape, it's got this on it:

.....

.....

.....

And this is why – and more importantly how – I did it...

.....

.....

.....

.....

Name .....
Age .....
Address .....

.....

.....

INSANE CHALLENGE OF THE MONTH

We make you do fiendish things in games. For kicks.

Every month a member of the PSM2 team challenges you to beat their maddest high scores, or top a list of gaming madness. We'll print the best entries the month after, with exceptional achievements – or just plain silliness – appearing on the DVD.

THIS MONTH: HITMAN 2

by Hugo Addams

Not only did this suit-wearing impress us with his monstrous shaved-assassin-ranking arrest this page – he also sent us this horrific shot of floating corpses. This must've taken ages. We salute you, you crazy bald.

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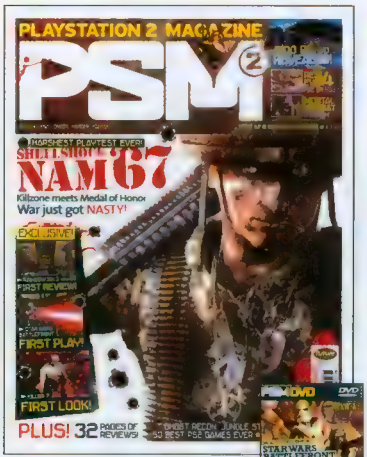

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Next

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

BURNOUT 3

If all goes according to plan we'll take the chequered flag for the world's first review. Find out just how good this super sequel is, only in PSM2 next month.

DEVIL MAY CRY 3

Ice. The Fonz. Wheelies. Some things are just *cool*, but non are as cool as *Devil May Cry. 3*. We bust it out next month – and it rocks.

ANOTHER AMAZING DVD!

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WORLD EXCLUSIVE HANDS-ON!

METAL GEAR SOLID

The code has fallen into enemy hands!
We're playing it right now!
Full 10-page report next month...

Month

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THURSDAY 29TH JULY

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/// Your chance to be on TV...
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Interested in finding out about a career in Gaming?
Then you need to head straight for the 'Get into Gaming' area.

ELSPA

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EDGE

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Ask the Games Masters for advice how to beat your favourite games.

CHEATZONE

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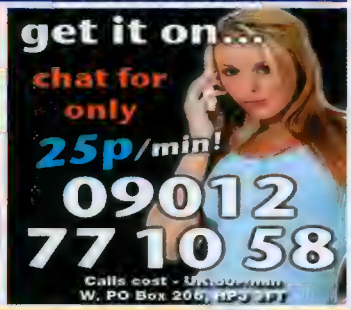
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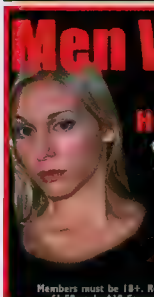
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Dan Dawkins' Desk

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Postage and payment details

Seller information

psm2 (0)

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Description

Daniel Dawkins' Desk

Seller assumes all responsibility for listing this item.

Daniel Dawkins, the impeccably coiffured deputy editor of PSM2, has gone on holiday leaving the rest of us swamped with mind-numbing work. In retaliation, we've decided to sell his desk and everything on it while he's away. If you want to own the crap accumulated by one of the UK's most Welsh game journalists then this is your once in a lifetime chance. Until he goes on holiday again.

Here's what you could win:

Brown HP Sauce
This bottle of festering malted condiment has sat atop Dan's desk for longer than anyone can remember. Its contents have actually started to become self-aware, but Jorin still cheerfully slops it all over his lunch every afternoon.

Big Pile Of Music
This mound of musical plastic contains hits by Toploader, Neil Diamond, Martine McCutcheon, Queen, The Berlin Philharmonic Orchestra, Bobby Picket, Joe Dolce and Townes Van Zandt. Please remove it quickly. Please...

Mysterious Black Envelope
It's contents a mystery, this envelope was delivered directly to Dan by a man clad in a brown mac and sunglasses. Holding it towards the sun, we can decipher the terrifying phrase 'Fetish Party'.

Stuffed Seal
The seal, bizarrely named 'Karl Hungus', has served as a pillar of strength for Dan. Whenever times are rough, young Dan thrusts his fist into the stuffed creature's mewling face and screams 'The blood of Christ!'.

The (world famous) PES Cake
Baked by the fair hands of the men who programmed Pro Evolution Soccer, this cake, with it's poorly scrawled 'welcome' icing, has now become so unfeasibly hard that we use it as a makeshift confectionary hammer.

Maniacal Scribblings
The insane, scrawled ramblings of a madman. Psychoanalysis of this crumpled parchment revealed the artist to be 'fixated by the notion of transvestism'. A unique insight into the mind of a psychotic.

Body Lotion, Eye Drops, Berocca
The essential survival kit of the modern man. Without a hearty dose of vitamins, clear eyes and silky smooth skin, how can a successful, slightly fey and image obsessed videogames journalist ever hope to survive the harsh streets of middle England?

Power Hat
The so-called 'power hat' imbues Dan with the power of an ancient Aztec God. When it's sat atop his flowing mane, his eyes glow crimson red as the spirits of a thousand dead Amazonian warriors permeate his soul. One size - extra small.

Simpsons Figurines
When the office is empty, Dan places these figures on the floor and stomps around pretending he's a giant whilst listening to an obscure Chris De Burgh EP he bought from a street urchin in Islington.

NOT INCLUDED
His computer and the fingernails and dead skin he keeps in a pile in his drawer. We don't want any clones. One Dan Dawkins is more than enough.

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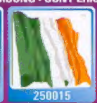
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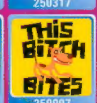

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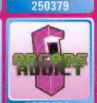

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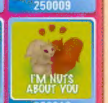

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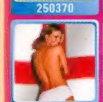
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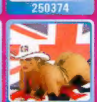
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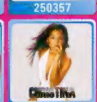
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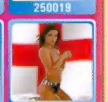
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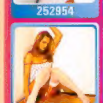
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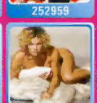
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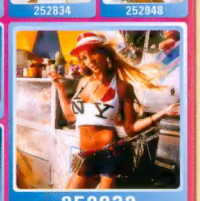
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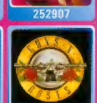
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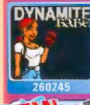

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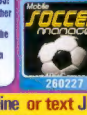

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LEFT OUTSIDE ALONE - anastacia	113616
TOXIC - britney spears #	113435
MYSTERIOUS GIRL - peter andre #	113591
BLOOD SWEAT AND TEARS - v	114147
THE SUN HAS COME - sam & mark	114149
SUPERSTAR - jamelia #	113055
CALL YOU SEXY - vs	114161
ALL DAY LONG I DREAM... - jc chasez	114171
BAIL ME OUT - pete murray	114174

Reggae

TURN ME ON - kevin lyttle #	113100
I'M STILL IN LOVE WITH - s paul ft. #	113410
DUDE - beenie man feat ms thing	113702
GET BUSY - sean paul #	112634

Indie

FOOLS GOLD - stone roses	111230
BITTER SWEET SYMPHONY - verve #	111292
SEVEN NATION ARMY - white stripes	112604
WONDERWALL - oasis #	111372

Hip Hop

MY BAND - d12 #	113795
WHERE IS THE LOVE - b eyed peas #	112890
HEY YA - outkast #	113176
P.I.M.P - 50 cent #	112599
THROUGH DA WIRE - kanye west	113622
SLOW JAMZ - twista ft. kanye west	113427
MILKSHAKE - kelis #	112885
GANGSTERS PARADISE - coolio #	111128

Party Time

CHA CHA SLIDE - dj casper	113506
BUILD ME UP BUTTER... - foundations #	113009
I THINK WE'RE ALONE NOW - tiffany	114178
SUMMER OF 69 - bryan adams #	112531
U CANT TOUCH THIS - mc hammer #	111616

Rock

SWEET CHILD O MINE - g n roses #	111258
BLACK BETTY - spiderbait	113761
THIS LOVE - maroon 5	113842
IN THE SHADOWS - rasmus	113081

R & B

I DON'T WANT YOU BACK - eamon #	113519
I DON'T WANT TO KNOW - mario w	113805
BOUNCE - sarah connor	114025
YEAH - usher feat ludacris & lil jon	113546
HOTEL - cassidy feat r kelly	113514
DIP IT LOW - christina milian	113802
THANK YOU - jamelia	113455
BABY BOY - beyonce ft. sean paul #	112933
NAUGHTY GIRL - beyonce ft. lil kim	113292
IGNITION - r kelly #	112588
BREATHE - blu cantrell ft. sean paul #	112521
I BELIEVE I CAN FLY - r kelly #	113060
FRONTIN - pharrell williams ft. jay z	112855
ALL I HAVE - j lopez ft. ll cool j #	112359
NO DIGGITY - blackstreet #	111211

Dance

COME WITH ME - special d	113678
LUV IS COOL - system of life	113985
IS IT A SIN - deepest blue	114033
TAKE MY HAND - j vries ft. a britton	114172
I AM THA ONE - mr timothy ft. i day	114173
CRUSH - paul van dyk	113866
FEELING FINE - ultrabeat	113288
FLY ON THE WINGS OF LOVE - xtm	112705
PRETTY GREEN EYES - ultrabeat	112877
RHYTHM IS A DANCER - snap vs #	112485
I LIKE IT - narcotic thrust	113844

Urban

YOU'RE FIT DON'T YOU KNOW - streets	113880
ON MY KNEES - the 411	113925
FIX UP LOOK SHARP - dizzee rascal	112937
JUS A RASCAL - dizzee rascal	113220
BABY BOY - big brovaz	112859
BROKEN SILENCE - so solid crew	112969
HEARTLESS THEME - heartless crew	111942
NO GOOD 4 ME - so solid crew	111368
I LUV YOU - dizzee rascal	112826
DON'T MUG YOURSELF - the streets	112273

Essential

IN DA CLUB - 50 cent #	112440
HEAVEN - dj sammy #	112229
SATISFACTION - benny benassi #	112751
DILEMMA - nelly ft. kelly rowland #	112221
CRAZY IN LOVE - beyonce knowles #	112707
BECAUSE I GOT HIGH - afroman #	111454
CASTLES IN THE SKY - ian van dahl #	111270
THE LOGICAL SONG - scooter #	111965
LOSE YOURSELF - eminem #	112289
YOU'RE A SUPERSTAR - love inc	112329
CAN'T GET YOU OUT OF MY... - kylie #	111388
SMOOTH CRIMINAL - a ant farm #	111377
A LITTLE LESS CONVERS... - elvis #	111957
IGNITION - REMIX - r kelly	112642
TEENAGE DIRTBAG - wheatus #	111186
RESURRECTION - ppk	111550

Football

ALL TOGETHER NOW - the farm	113982
3 LIONS - baddiel & skinner	111494
VINDALOO - fat les	111349
WORLD IN MOTION - new order	113218
CARNIVAL DE PARIS - dario g	113712
NESSUN DORMA - luciano pavarotti	113863

Nu Metal

MY IMMORTAL - evanescence #	113277
I MISS YOU - blink 182	113552
BRING ME TO LIFE - evanescence #	112651
BEHIND BLUE EYES - limp bizkit #	113309
NUMB - linkin park	112886

Kids TV

SCOOBY DOO	111142
WINNIE THE POOH	111613
BANANA SPLITS	112578
HONG KONG PHOOEY	113642
RHUBARB & CUSTARD	111623
LOONEY TUNES	111151

Themes

BIG BROTHER	111342
THE SIMPSONS	111132
ONLY FOOLS & HORSES	111369
I'LL BE THERE - rembrandts #	111152
MISSION IMPOSSIBLE	111121
EXORCIST	111871
ROCKY - jogging theme	112481
PHOENIX NIGHTS	112364
DIRTY DANCING	111249
GOOD BAD & THE UGLY	111181
ROCKY	111141
BENNY HILL	111139
MUPPETS	111134
SEX & THE CITY	111673
TITANIC - MY HEART WILL GO ON	114042
THE A TEAM	111115
SOUTH PARK	111144
AXEL F - beverley hills cop	111601
TOP GUN	111860
KNIGHT RIDER	111127

SFX Text Alerts

GET STRANGE SOUNDS FOR YOUR TEXT ALERT!

Thunder	221533	Doorbell	221520	Wolf	221511
Submarine	221531	Sci-Fi Weapon	221519	Orca	221509
Traffic Jam	221529	Machine Gun	221518	Lion	221508
Car Horn	221528	Laser	221517	Mosquito	221507
Ambulance	221526	Falling Bomb	221516	Dog	221506
Wolf Whistle	221525	Explosion	221515	Cow	221504
Evil Laugh	221524	Big Ben	221514	Bird	221503
Beer Burp	221523	Battle Cry	221513	Cat	221502
Party Horn	221521	Gun Shot	221512	Cuckoo Clock	221500

To Order: Call the Order line *or text* SFXT + NUMBER + MAKE *to the* SMS SHORTCODE *example:* SFXT 221500 NOKIA (3 X SMS)

Available for wap enabled Nokia 3200, 3300, 3600, 3650, 3660, 5140, 6220, 6230, 6600, 6620, 6650, 6810, 6820, 7200, 7600, 7610, 7650, N-Gage, Motorola: V500, V525, V600, Sagem: MyX-6, MyV-65, C100, E700, E710, P400, V200, X100, X600, Sharp: GX10, GX10i, GX20, GX30, Siemens: SX1, Sony Ericsson: P800, P900

True Tones are available for WAP enabled Nokia: 3300, 3600, 6600, 7650, N-Gage. Sony Ericsson: P800, P900. Sagem: MyX-6, MyV-65. Panasonic: X70

Picture Messages

NOKIA • SIEMENS • SAMSUNG • SONY ERICSSON

141844

141021

141445

141038

142331

141286

142110

141364

141811

142347

141261

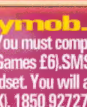
141668

141801

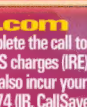
141780

142256

141822



141014



141795

142300

142255

141717

141775

141162

141025

141493

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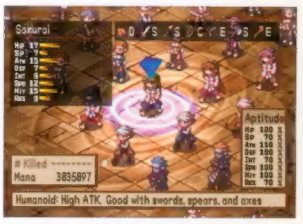

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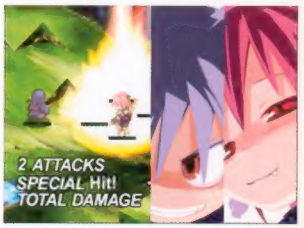

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